

PC PowerPlay
G.O.T.Y.
Game Of The Year

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PC PowerPlay

THE AUSTRALIAN PC ENTERTAINMENT MAGAZINE

Plus GAMES CD ROM



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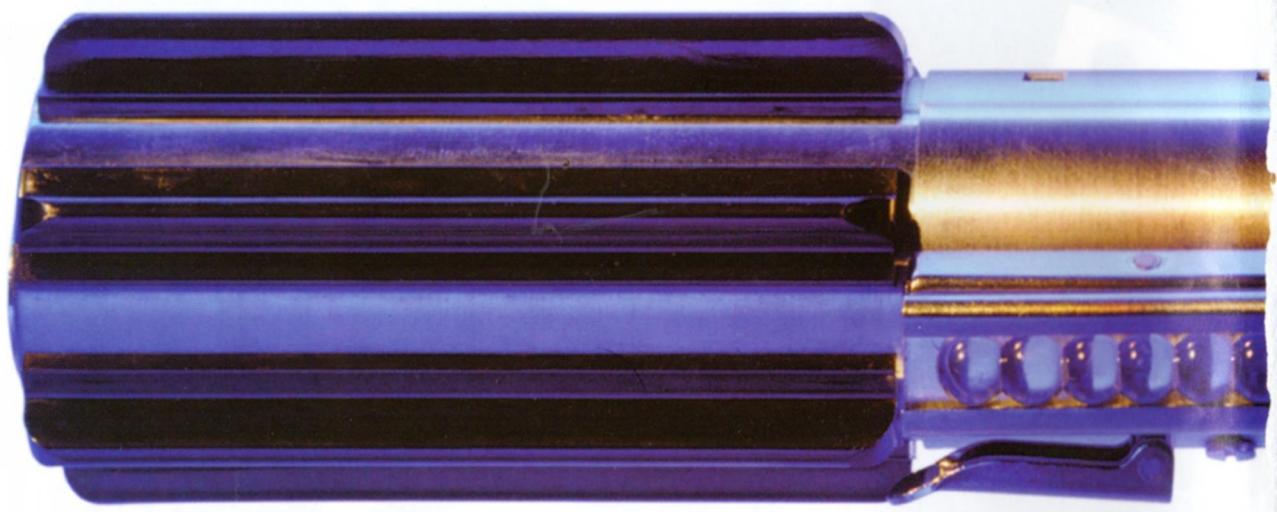


including
G-POLICE

Hexen II
Jet Fighter III
Last Express
Netstorm

ISSUE 18 November 1997 \$8.95 NZ \$11.95 inc. GST 9 771326 564002



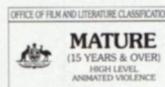


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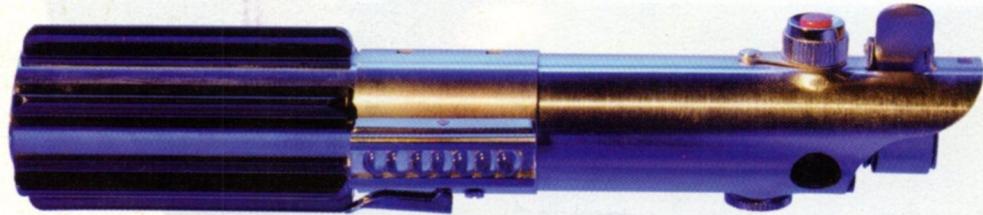




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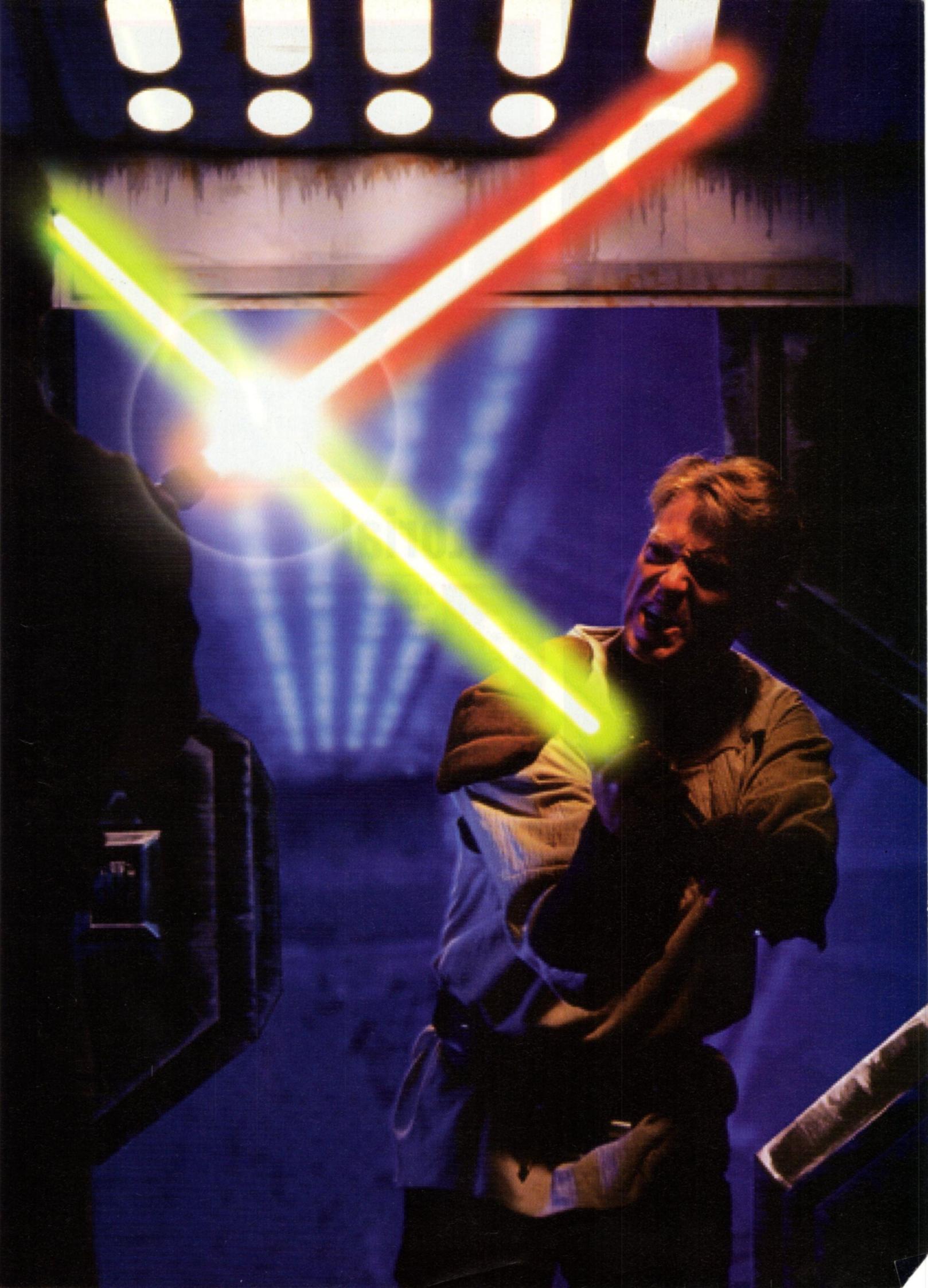


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I8

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What we're playing: Jedi Knight, Hexen II, Total Annihilation, Dark Reign, Age of Empires, G-Police, Constructor, Football management sim (with real people!!), Lylat Wars, GoldenEye, Abe's Oddysee.



Editorial



It is nearly upon us. The season some refer to as "silly", but we prefer "when all the really cool games are supposed to come out, but don't." It could be sooo good. Quake 2, Wing Commander 5, Blade Runner... Hell, MicroProse might even release Falcon 4.0! Nah... Hey, it might happen. A few of the biggies will actually make it out in that window the marketing people love so much - the last 2 weeks of November through to the first week of December. The whole industry gears its development schedule through the year for a release in this period. Mostly, that is. For recently a few brave companies have been experimenting, messing with the natural order of things and shipping games in the months traditionally considered dead.

Case in point: Activision released Interstate 76 in April this year. Nobody releases games in April. This is conventional wisdom, according to some marketing book. The big surprise was that Activision did a lot better out of I76 in April than they would have in the alleged "sales season". It would have been swamped by other worthy titles.

This marketing concept is catching on - which is great for us gamers, as we get a steady, consistent stream of great games through the year. Mostly... It's looking like the integrity this plan may be unravelling due to the sheer volume of excellent games due out imminently. Jumping the gun and shipping in October/November seems to be catching on big time. The publishers are all jostling to get their prime games into the market at the best possible time, with the end result looking worryingly like a deluge of top games in the leadup to Christmas, but only a handful of contenders during the big month itself. Weird. I truly hope this isn't the case, but it's starting to look like a big November, a HUGE January and a December remarkable for there being just a few biggies.

But onto something *really* important... Right about now a thing called the PC PowerPlay Hot Hardware Guide will be appearing on the stands at your newsagent. It's nothing less than the most useful PC reference guide/compendium of useful facts ever. In it, for starters, you'll find the biggest video card benchmark yet done. It's so big and comprehensive that you'll only find it in Hot Hardware. There's buyers guides, hot Win 95 and DOS tricks and hacks and a heap more. We've all been toiling over this for a couple of months now and are proud of the results. Check it out, you need it more than you know right now.

Ben

The PC PowerPlay scoring system

90%+ A classic. Either an unquestionable example of superiority within its genre, or a ground breaking game that'll be setting trends.



80-90% A strong, eminently playable game. Hard to fault and likely to still be on the hard drive in 6 months time.

60-80% Competent and generally enjoyable. Flaws or mediocrity hold these games back from higher ratings.

40-60% Average and ordinary. Not bad, not good. Ideal gift

0-40% Bad, really bad. Boring, shamelessly unoriginal, cheap and horrible

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Key commands and the World's Smallest Game Reviews for everything on the CD.

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Hexen II, Jedi Knight, G-Police, Total Annihilation, Close Combat 2, Fallout, Dark Colony, Shadows of the Empire, Man Of War, Postal, Grand Theft Auto, Sabre Ace, Ignition, Outpost 2, French Open Tennis, Beasts and Bumpkins, Abe's Oddysee, Shadow Warrior, Duckman, Legacy of Kain, Front Page Sports: Golf, Voodoo Kid, SU 27 Mission Pack, War Gods, Moon Buggy 97, Solar Crusade



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Real Wild Child is an anthology of Australian rock, real damn good is what it is - must see CD!

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There's steering wheels and there's the Australian-made Ferraro - Thrustmaster have been soundly lapped. Also, the amazing Hyper Stimulator - only for the Packers though, or those married to one.

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Hmmm... 3D hardware, 3D games... Feels good just thinking about it eh? Read up on the latest and soon-to-be happenings.

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Bigger numbers are what we want - MHz, RAM, bps... So why are 56k modems looking dodgy?



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Tech support for all your PC problems from a caring, patient and understanding arrogant bastard.



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The Oracle is neither man nor beast, but some kind of game playing supercreature. Each month we throw the mailbag down its hole under the stairs, it feeds on the envelopes and answers the letters! Here they are...

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Cheat codes for those lacking patience and skill.

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140

How to find cheat codes on the net for those lacking patience and skill, but with internet access.

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PowerPlay readers give a damn. Here's what's bothering them most this month. Includes Freak of the Month! See an actual PowerPlay reader in its natural environment!

FLASHBACK

146

Mr Wildgoose has been begging us to let him do a Flashback on Cruise for a Corpse for months. It amused us to tell him "no" for a while, but the joke's boring now, so here's the Flashback.

3 of the most powerful forces in the



universe are about to collide...

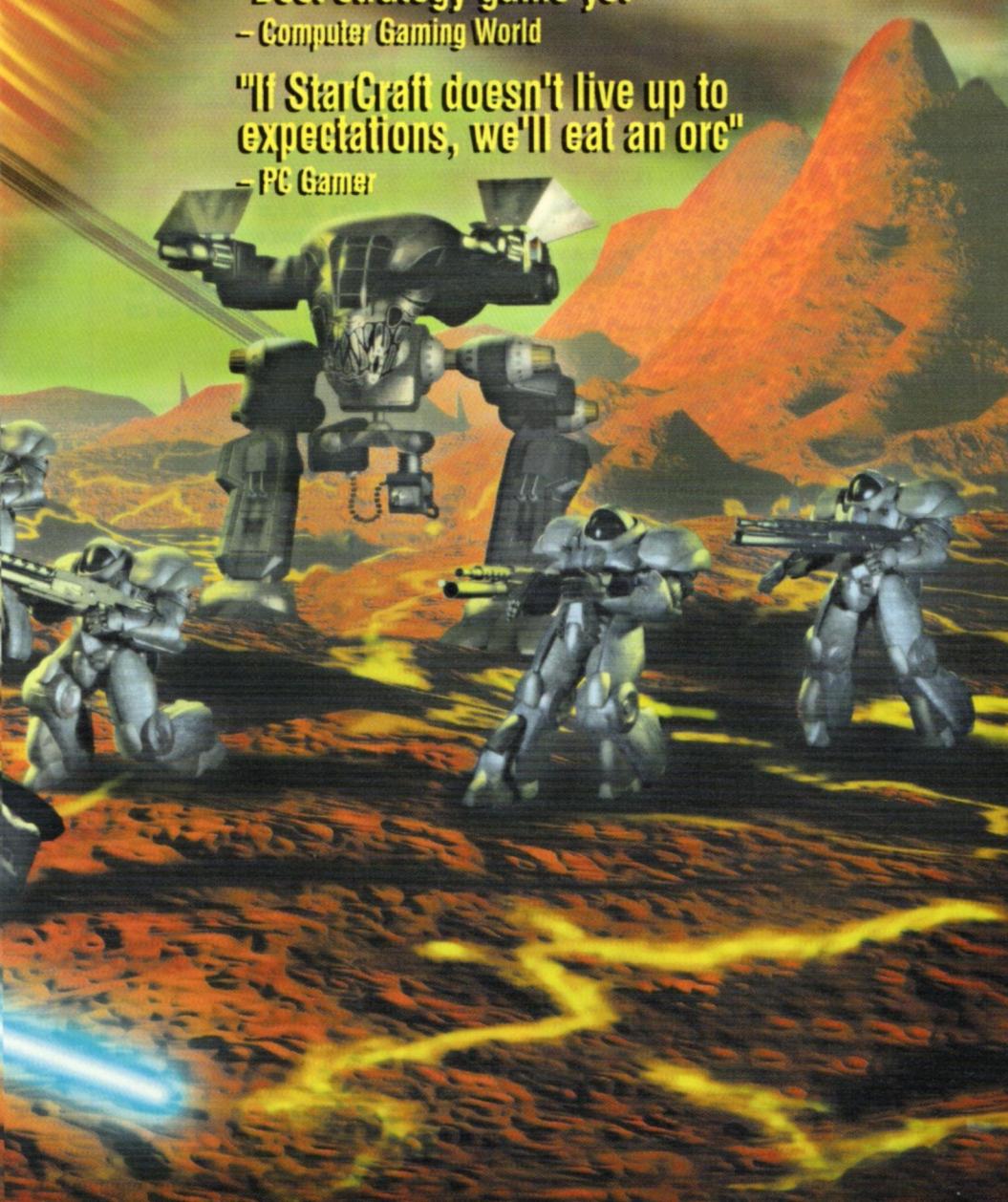
**From the Creators of the 1995
and 1996 Games of the Year[†]**

"Best strategy game yet"

- Computer Gaming World

"If StarCraft doesn't live up to expectations, we'll eat an oreo."

- PC Gamer



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The logo for Blizzard Entertainment, featuring the word "BLIZZARD" in a large, stylized, blocky font with a drop shadow, and "ENTERTAINMENT" in a smaller, all-caps font below it.



TM

STARRAFT

CD GUIDE

WELCOME TO THIS MONTHS COVER CD. AS PROMISED IN LAST MONTHS 3D TECHNEWS, HEXEN 2 HAS BEEN INCLUDED. THE SURPRISE FOR THE MONTH, (ESPECIALLY IF YOU HAVE A 3DFX) IS THE G POLICE DEMO. NOW THERE'S A GAME TO WAIT FOR.

18 DEMOS

REMEMBER, EVERY EFFORT HAS BEEN TAKEN TO ENSURE THE COVER CD WILL WORK ON AS WIDE A VARIETY OF MACHINES AS POSSIBLE, BUT IF YOU TRY A GAME, AND IT RUNS OFF THE CD TOO SLOWLY, OR SOUND DOESN'T WORK ETC. TRY USING THE INSTALL FUNCTION TO COPY IT TO YOUR HARD DRIVE.

IF THE UNTHINKABLE HAPPENS AND THE INSTALL PROCEDURE FAILS, NOTE THE TITLE OF EACH GAME IN THIS GUIDE. THE 3RD LINE LISTS THE DIRECTORY THE GAME IS LOCATED ON THE CD. JUST COPY THE DIRECTORY OFF OF YOUR HARD DRIVE TO THE CD, AND RUN THE EXECUTABLE MANUALLY.



G Police

Psygnosis

Windows 95 Action.

\games\win95\gpolice

We have raved and raved and raved about G Police in 3D Technews for months. Now you have the opportunity to know why. Essentially just a 3D shoot

em up, it's the eye candy that'll blow you away. If you own a 3Dfx you're in for more than a treat. You never grow tired of those bright flaring translucent textures.

Big Objects, Big explosions, exciting gameplay with multiple, multiple bogeys and citizens that get in the way. Big factories blazing fire ala Blade Runner and a dark dank cyberpunk feel. What

more could you want from a game? Play it!

System requirements: Pentium 133, 16Mb RAM, Soundcard. This game supports a joystick. This game supports 3D acceleration directly for the 3Dfx, S3 ViRGE, ATI Rage 3D II and the Matrox Mystique. This game supports all other accelerators through Direct3D.
Up = Up

CD Tech

Win 95

Running the Powerplay CD under Win 95 is best. All the games will appear on the menu and run, whether Win 95 or DOS.

CLICK ON THE POWERWIN ICON

DOS

Around half the games are DOS. The Powerplay DOS menu will only show DOS games

TYPE PCPOWER AT THE CD PROMPT (PROBABLY D:)

Win 3.1x

Some games will run under Win3.1x. The Powerplay menu won't work under Win3.1x, so run them straight from the CD with File Manager

RUN STRAIGHT FROM CD

Down = Down

Left = Roll left

Right = Roll Right

Right Shift = Forward Thrust.

Double press for after burners

Right Control = Reverse Thrust. Double press brings you to a quick stop.

Left Control = Fire.

Left ALT = Air brake. Use this for faster turns.

A/Z = Weapon select up and down.

S/X = Hover up/down

C = Target Lock.

Space Bar = View select

Escape = Pause menu. Press ENTER to select an item.

Netstorm Demo

Activision

Windows 95 Real time Internet only Strategy game.

\games\win95\netstorm

Netstorm is the latest offering by Activision and what a fascinating edition it is. Netstorm is a Real Time Strategy game with a series of twists. The first is that there is no Single player mode. It's designed to run over the net only.

The next twist is a whole new approach in the way the game is

Hexen II



played. Unlike other multi-player games, every battle in NetStorm counts towards each player's overall ranking. You control your own island and its library of knowledge until the very end of a campaign. Every victory then improves the island's military strength, increases your level of experience and better prepares you for the next battle. The scenario revolves around a series of floating islands where you have to wage war to gain the favour of the Furies of Wind, Rain and Thunder to tap the power of the elements.

System requirements: Pentium 90, 16Mb RAM, Soundcard, 9600 baud modem, Internet Connection.

This game is controlled with the mouse.

Hexen II

Raven

Windows 95 First Person Perspective shooter

\games\win95\hexen2

This is the demo you have all been waiting for. With 16 bit colour, brilliantly designed and created levels and monsters, Hexen II is a winner.

The new character classes are the Necromancer, master of blackest magic, his reasons for destroying Eidolon are clear - he wished the power for himself. The Assassin, Taker of Lives, though she fights by your side, it is always best to watch your back. The Crusader, a man of magic and skill at arms, a healer who will protect you with

his life. And finally, the Paladin, with the power of his ancient gods, he hopes to rid the world of the evil that has befallen it.

As you clinch your bootstraps and ready your weapons, you can only hope and wonder what lies in the depths of the recently besieged castle that stands before you. If you have a 3Dfx, keep a drool bib handy, you'll make a mess!

System requirements: Pentium 90, 16Mb RAM, Soundcard. This game supports a Joystick/ Gamepad. This game supports 3D Acceleration for the 3Dfx and Rush.

Up = Walk Forwards

Down = Walk Backwards

Left = Turn Left

Right = Turn Right

Shift = Run

Space = Jump

' = Crouch (For fitting into small areas)

D = Fly up

C = Fly Down

Ctrl = Fire

I = Cycle Inventory Left

J = Cycle Inventory Right

Enter = Use Inventory Item

Secret Doors: Some

doors are camouflaged. Look for irregularities in the walls, protruding edges, cracks along the walls, etc. Most walls can be pushed, shot, or triggered with a nearby switch.

Likewise, a switch may be more obvious than the secret door.

The Secret of Secrets: All secrets in Hexen II are indicated by clues. Don't waste your time hacking at every wall. It's much more productive (and fun) to use your brain and your eyes. Look up. An angled texture, a light shining under a wall, a strange sound, anything might be a clue.

Something prominent in a room may be a decoration, or it might be a clue.

Jet Fighter III

Mission Studios/Interplay

Dos Flight Sim

\games\dos\jf3

It only took them 5 months, but the JetFighter III demo has finally been updated to have the silly date-timeout removed. Now the new version allows you to fly any of the 4 missions for 5 minutes. JetFighter III still offers the same addictive gameplay as the first 2 in the series, but now with extra elements of realism, more action, more sound and real-world scenery. This version even has support for the 3Dfx and MMX built in.

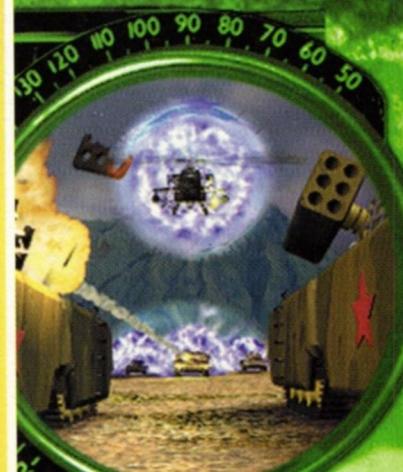


2nd
OFFICIAL
MISSION
DISK

COMMAND
CONQUER
CONQUEROR

RED ALERT

THE AFTERMATH



Virgin INTERACTIVE

Westwood STUDIOS

PC
CD
ROM

MA15+



System requirements: Pentium 100, 16Mb RAM, Soundcard. This game supports a joystick. This game supports 3D Acceleration for the 3Dfx and MMX.

FLIGHT CONTROLS

Pull up = Numpad 2
Dive = Numpad 8
Roll right = Numpad 6
Roll left = Numpad 4
Yaw right = Enter
Yaw left = Numpad Ins
Throttle = 1-0
Fine throttle = + / -
Afterburner = 1-5 + / -
Full AB = \
Engine off = ~

Landing gear = G

Arrestor hook = A

Wheel brake = B

Airbrake = B

Waypoint = N and Shift N

Altitude ladder = L

Altimeter mode = Alt A

Autopilot = Shift A

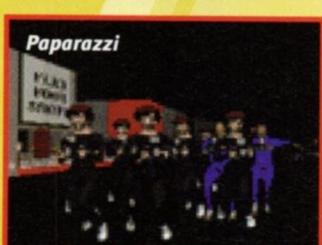
Flaps = Ctrl F

DISPLAY OPTIONS

320x200 = Shift F9
640x350 = Shift F10
640x400 = Shift F11
640x480 = Shift F12
Screen size = Alt 5
Clouds = Alt C
Light shading = Shift K
HUD brightness = H and Shift H

PRE-SET VIEWS

Forward view = F1
Look left = F2
Look right = F3
Look behind = F4
Defensive MFD = F5
Horizontal MFD = F6
Offensive MFD = F7
Systems MFD = F8
Tactical view = F9
Missile view = F10
Fly-by-view = F11
Stationary view = F12
Tower view num = *
Wingman view = W



VIEW CONTROLS

Cockpit panel = P
Map view = M
Virtual cockpit joystick = btn 1
Switch ext/int Numpad = -
Center view Numpad = 5
Pan up Numpad = 3
Pan down Numpad = Del
Pan left Numpad = 7
Pan right Numpad = 9
Zoom in = >
Zoom out = <

COMBAT

Targeting next = T or Shift T
Target nearest = Y
Target center = U
Target Mode = ;
 (All/Hostile/Non-Hostile)
Radar range = R or Shift R
Autorange = Ctrl R
On-Screen Radar = Alt R
Air Weapons = Enter
Ground Weapons = Backspace
Fire Weapon = Spacebar
Fire Cannon = '
ECM jammer = J
Flares = F
Chaff = C
Eject = Ctrl E

SPECIAL COMMANDS

Pause = Ctrl-P
In-Flight menu = Esc
Time comprsn = Alt T
Traversal mode = Alt S
Head movement = Ctrl H



Defiance

Avalon Hill

Windows 95 Action.

\games\win95\defiance

Another in the range of 1st person perspective shooters, Defiance offers a few new functions such as left and right fireable weapons. There's even a plot. After funding is cut, the scientist developing the latest super weapon goes bonkers and vows revenge - with a passion. Ooh scary, let's go destroy lots of equipment and property. That'll fix him.

System requirements: Pentium 100, 16Mb RAM, Soundcard. This game supports a joystick and mouse/keyboard combinations.

Esc = Bring Up Menu Screens

1-8 = Weapon Quick Select

F1 = Show Game Controls

Forward = Up, Joy Up

Backward = Down, Joy Down

Rotate Left = Left, Joy Left

Rotate Right = Right, Joy Right

Thrust = E, Hat Up

Slide Left = S, Hat Left

Slide Right = F, Hat Right

Fire Gun = Space, Joy Button 1

Fire Missile = Control L, Joy

Button 2

Select Gun = Joy Button 3

Select Missile = Joy Button 4

Look Up = G, Joy Throttle

Look Down = T, Joy Throttle

Look Ahead = B

View Voice Log = TAB

External View = F2

ing pursuit by a mob of stalkers does not match our definition of non-violent. The complete subjugation of the rights of the individual for the presumed "greater good of the people" is an all too familiar theme. Paparazzi is a 3D player point of view video game that may give the player a small taste of what celebrities in all walks of life are subjected to on an hourly basis."

System requirements: Pentium 100, 8Mb RAM, Soundcard.

Up = Forward

Down = Backward

Left = Turn Left

Right = Turn Right

SODA Off Road Racing

Papyrus

Windows 95 Racing.

\games\win95\sodademo

Do you like feeling the power of eight hundred horses under you? No, me either! But what about a really powerful engine in a dirt environment where you can power around any which way you damn please.

Software Allies and Papyrus have teamed up to give you all the excitement and thrills of SODA Off-Road Racing. Based on the Short Course Off-Road Drivers Association series, SODA Off-Road Racing allows you to race through twisting turns and jumps at breakneck speed.

System requirements: Pentium 75, 16Mb RAM, Soundcard. This game supports a joystick.

Accelerate = Joystick forward

Brake = Joystick backward

Turn Left = Joystick Left

Turn Right = Joystick Right

Change View = Spacebar

R = Ride with the next opponent.

T = Return to your vehicle.

Z = Camera forward

X = Camera backwards

C = Camera up

V = Camera down

B = Camera left

N = Camera right

A/S = Roll camera

D/F = Yaw camera

G/H = Pitch camera

K = Restore camera attitude



Paparazzi

The people who made

G.O.D.D.

Windows 95 First Person

Perspective "Sim".

\games\win95\paparazzi

There's nothing quite like what a fervour can generate. In light of a certain car accident, sympathetic programmers have decided to simulate what it is like to be in the "Lime light". To quote from their blurb:

"One may be tempted to label Paparazzi as non-violent. We don't agree. The endless, eternal unrelent-

Claw

Monolith

Windows 95 Horizontal scrolling platform.

\games\win95\claw

Claw is a high-resolution arcade-style horizontally scrolling platformer that proves the genre isn't dead yet. A good thing that too. Playing as a swashbuckling pussy cat, you'll be sword fighting with pirates, finding mystical powerups, riding elevators, swinging on ropes, avoiding death traps, and, best of all, grabbing loads of treasure! Great game, take a look.

System requirements: Pentium 90, 16Mb RAM, Soundcard. This game supports a Joystick/gamepad.

Left = Move Left

Right = Move right

Down = Crouch

Space = Jump

Ctrl = Use sword

Alt = Fire gun.



F7 = Killer satellite strike (must have factory)

F11 = Toggles Wraith HUD

O = Satellite Map

Backspace = Recalls deployed unit (unit must be targeted)

Enter = Secondary weapon menu

Shift = Deploy Unit menu

F = Fixes Wraith (Wraith must be in the claim square of a command bunker. This command only fixes your Wraith's lasers and heat seeking missiles. Your special weapons, Cupid Missiles, are replenished by power ups dropping from the sky.)



Uprising

Uprising

3DO

Windows 95 First Person Perspective Strategy

\games\win95\uprising

Here's another new slant on a 3D action game, the introduction of strategy, resource creation and obligatory mass destruction. Uprising allows you to command an army of sci-fi troops, tanks, gunships and bombers while fighting right along side them on the battlefield.

System requirements: Pentium 90, 16Mb RAM, Soundcard. This game supports a Joystick/Gamepad. This game supports 3D Acceleration for the 3Dfx and Rush.

Up/Down Arrows = Wraith forward/back

Left/Right Arrows = Wraith strafe left/right

Mouse = Controls view

Left click = Primary weapon

Right click = Secondary weapon

F9 = Calls in Citadel (Wraith must be in the claim square of a command bunker)

F12 = Command nearest Citadel. Cycles through multiple Citadels.

F1 = Deploys infantry (must have factory)

F2 = Deploys tank (must have factory)

F3 = AAV gunship (must have factory)

F4 = Deploys bomber (must have factory)

F5 = Deploys gun turret (only near claimed Citadel)

F6 = Deploys SAM site (only near claimed Citadel)

Entrepreneur

Stardock

Windows 95 Real Time

Strategy

\games\win95\entrep

You've played Real time strategy games with tanks, troops, choppers and the like and probably thought you've engaged in every type of warfare there is. Well, here's a new twist. Entrepreneur is a real-time multiplayer strategy game set in the real world of business. It is not a business simulator.

The idea behind Entrepreneur is that every day, corporate CEOs as Microsoft, Apple, IBM, Fox, TBS, etc. are all waging all out war on each other. But why should only the CEOs at billion dollar companies get to play this game? Now everyone can try to crush their fiscal enemies!

System requirements:

Pentium 90, 16Mb RAM, Soundcard.

Esc = Options Screen

F1 = Help Screen

F2 = Context Sensitive

Tutorial

F5 or Ctrl-W = World Map Screen (main)

F6 or Ctrl-S = Site Screen

F7 or Ctrl-P = Production Screen

F8 or Ctrl-M = Marketing Screen

F9 or Ctrl-R = Research Screen

Tab = Send message to other players.

Pause = Pause the game

+ = Speed up game

- = Slow down game



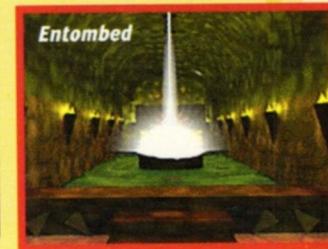
Last Express

Broderbund

Windows 95 Adventure

\games\win95\le

July 24, 1914. The great nations of the world are poised on the brink of war. Into this tense, volatile mix roars the fabled Orient Express, the epitome of luxury, power and decadence, crossing Europe from Paris to Constantinople. You are Robert Cath, an American fugitive and have joined the train at the request of an old friend, Tyler Whitney. The demo begins at 5:30 pm on the second day of the journey, just before Vienna and quite deep into the story.



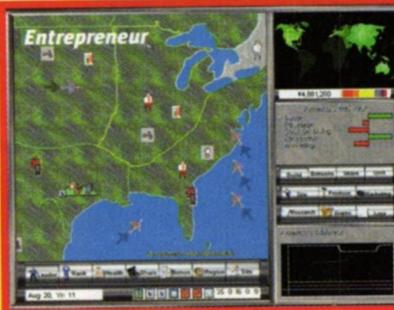
Entombed

This demo is intended to give you a sense of the atmosphere and feel of the game. It allows you to explore a small part of the train and encounter a few characters. Feel free to explore and soak up the ambiance.

Within fifteen minutes, one of the passengers will be killed. Your goal is to prevent this from happening.

System requirements: Pentium 90, 16Mb RAM, Soundcard.

This game is controlled with the mouse.



The L.E.D. Wars

Larian Studios

Windows 95 Real Time

Strategy

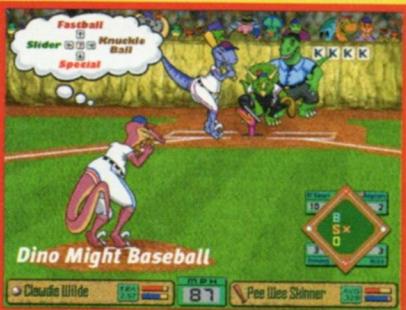
\games\win95\ledwars

It's another Real Time Strategy game with the plots becoming stranger all the time. After a rather nasty laboratory accident, a gene sequence altering peptide was released, which all mankind suffered, forcing the population to take a life-sustaining supplement called L.E.D. (Life Evolution Drug).

Scarce resources for cultivating and refining L.E.D. pills from the rare led plant brought on the L.E.D. WARS. Conquer and control the entire world supply of L.E.D. With your own private armed forces.

System requirements: Pentium 75, 16Mb RAM, Soundcard.

This game is controlled with the mouse.



Yes, the best arcade fighting game there was is now on the PC. Featuring texture-mapped graphics, unmatched speed, and 500 new moves. The release version will even allow you to play over the Internet.

System requirements: Pentium 90, 16Mb RAM, Soundcard.

This game supports a Joystick/Gamepad.

F1 = HELP
Alt+F2 = RESET GAME
F3 = PAUSE/ RESUME
Alt + F4 = END GAME
F5 = OPTIONS (only during character selection)
F6 = SCREEN SETTING
F11 = CHAT MODE (only during a network link game)

W = Jump
S = Crouch
A = Back
D = Forward (Twice quickly to dash)
V = Guard
G = Punch
H = Kick
Z = Start/Pause/Resume
F3 = Pause/Resume



Mass Destruction

NMS Software

Dos Shoot em' up

\games\dos\massdest

Here's a great little shoot em up. Although the view is from a top down perspective, the world is totally 3D and EVERYTHING is destructible. Tons of highly explosive weaponry, soldiers to run over and buildings to destroy, this game is great fun.

System requirements: Pentium 75, 16Mb RAM, Soundcard.

This game supports a Joystick/ Gamepad.

Up = Forward
Down = Backwards
Left = Turn Left
Right = Turn Right
Z = Turret left
X = Fire weapon
C = Turret Right
Alt = Change weapon.

Virtua Fighter 2

Sega

Windows 95 Fighting

\games\win95\vf2

Dino Might Baseball

Windows 95 Sports

\games\win95\dinoball

DinoMight Baseball is a quite fun game that replaces the standard stagnant human players with those of dinosaurs. It places just like a normal baseball game except for tar pits to avoid and the odd pteranodon that steals the ball.

System requirements: Pentium 90, 16Mb RAM, Soundcard.

This game supports a

Joystick/Gamepad. Follow the on screen prompts to select the style of pitch. Return as batter hits the ball.



Entombed Enhanced

Chaos Concepts

Windows 95/3.1

Adventure

\games\win95\entomb

In ENTOMBED, you are an archaeologist who becomes trapped in an ancient tomb. Entombed features 3D ray traced graphics with the challenge to unlock the riddles of the ancient machines left behind by an advanced race.

System requirements:

Pentium 90, 16Mb RAM, Soundcard. This game is controlled with the mouse.

Warheads

Total Play software

Windows 95 Turn based action (Artillery)

\games\win95\warheads

WarHeads takes scorched earth to another level allowing players to fire differing artillery rounds at each other from spacecraft with obstacles as entire planets each with their own unique gravity.

There are 50 devastating weapons and you can even make your own with the built in weapons editor! Why would you make your own? So you can then use them against people all around the world with WarHeads' free Internet play!

System requirements:

Pentium 75, 8Mb RAM, Soundcard.

This game is controlled with the mouse.

Earth 2140

Interplay

Dos Real Time Strategy

\games\dos\earth

It's 2140AD and two warring factions battle for the last remaining resources on the planet. High tech weaponry and superior firepower are the new tools of diplomacy. (I thought they already were). Take control of the advanced tactical interface and decide which side to take to victory.

System requirements: Pentium 75, 16Mb RAM, Soundcard. This game is controlled with the mouse.

F1 = Screen Shot

F2 = Save Game Menu

DOS TROUBLESHOOTING

The most likely cause of any problem is a shortage of conventional memory. This has nothing to do with how much RAM is on your system, but how it's set up. To find out how much is available for the games, type MEM /C/MORE. Look for a line that reads LARGEST EXECUTABLE PROGRAM SIZE, if it's over 550k then everything should run. If it's under that figure, you'll need to edit your system files to sort it out.

The easiest way is to use the MAKE BOOT DISK facility found on most game installation menus. If you'd prefer not to do that, then you'll need to manually edit your two configuration files - the CONFIG.SYS and AUTOEXEC.BAT.

To do so, type EDIT CONFIG.SYS and EDIT AUTOEXEC.BAT. In the CONFIG.SYS file, the most likely culprit is EMM386.EXE. You don't need it for the majority of games, so put REM at the start of the line. This will disable it. In the AUTOEXEC.BAT look to see if you are running SMARTDRV, if it's there, put REM at the start.

These two simple measures should overcome most problems. If you're still running short on conventional memory (the game should give you an error message telling you how much more you need), then a boot disk is the best solution.

THE PC POWERPLAY CD - The games on the CD are designed to be run in different ways. Some can be run straight from the disc, while others need to be installed. Games requiring installation will usually prompt you with a choice of where it will install to, so take note!

Many of the games which run from the CD will only produce sound effects if you have a Sound Blaster compatible sound card set to default settings. That's 99% of you, so if you get no sound you're best copying the game to your hard drive, then running the setup program - usually INSTALL, SETUP, CONFIG or SOUNDSET. As with all problems PC, trial and error is the only true solution. Feel free to copy an entire game to your hard drive. Also copy a game from the CD if it mysteriously refuses to install. Then run the INSTALL file from the hard drive.

DISCLAIMER - All possible care is taken while selecting, testing and installing the software which is included on the PC PowerPlay CD. Next Publishing accepts no responsibility for data loss or other damage which may occur during its use. If your CD is clearly faulty, send it in for free replacement to:

PC PowerPlay - CD Returns,

78 Renwick St, Redfern

NSW 2016

SUPPORT - cdtech@pcpowerplay.next.com.au

F3 = Load Game Menu

Ctrl+1 - 8 = Create groups of soldiers/vehicles.

1 - 8 = Select group.

P = pause

R = reinforcements

Z = select all troops and vehicles at once

Up Arrow

= Scroll up

Right Arrow

= Scroll right

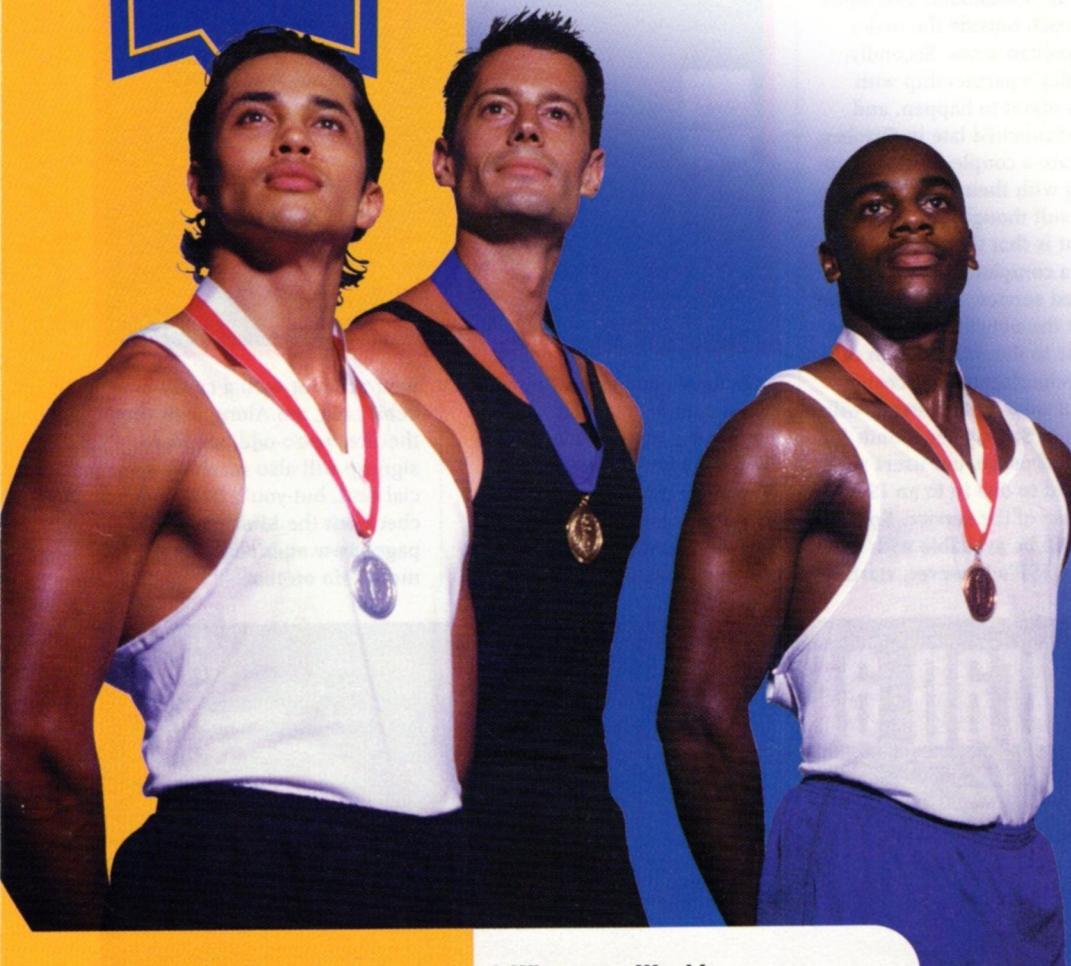
Down Arrow

= Scroll down

Left Arrow = Scroll left

Win Gold before the Games!

3
Winners
every
week!



Win exclusive
Sound Blaster
AWE64 GOLD
Coins worth
around
\$500 each!



Win, Win, Win!

If you purchase a Sound Blaster AWE64 Gold or Sound Blaster AWE64 Value sound card between the 1st of November 1997 and 2nd of January 1998, you will be eligible to enter the AWE64 WIN GOLD Competition.

How to enter?

Easy, just fill in the attached coupon or go to your Sound Blaster retail outlet and pick up an entry form there. Then simply fill in your details and send it in together with your warranty card to be in the draw.

3 Winners a Week!

Every week, between the 1st of November to the 2nd of January 1993, 3 lucky people will be announced as proud owners of a Solid Gold Coin from Creative Technology Ltd, valued at approximately \$500 each!

So be the first to finish as a Gold Coin is waiting for you in the Sound Blaster AWE64 WIN GOLD Competition.

Creative Pacific Pty Ltd

32-34 Dickson Ave Artarmon NSW 2064
Tel: (02) 9906 8887 Fax: (02) 9906 5577
Web Site <http://www.cppl.com.au>

entry
form

To be eligible for the draw, you must complete this entry form and send it together with your warranty card that is found inside a Sound Blaster AWE64 Gold, Sound Blaster AWE64 Value or Multimedia Upgrade retail package. Please post both Entry Form and Warranty card to Creative Pacific Pty Ltd, PO Box 835 Artarmon NSW 2064.

Name:

Address:

Telephone:

Creative Product Purchased:

Serial No. of product

Retail Outlet purchased from:

Email Address:

Terms and Conditions: 1. Information on how to enter and the prizes form part of these conditions of entry. 2. Entry is open to residents of Australia who purchase, in Australia, a retail version of any Creative Multimedia product that contains either the AWE 64 Gold or AWE 64 Value Sound Cards. The "AWE 64 Win Gold" competition is not open to employees, their families, distributors or resellers. 3. The promotion period begins on November 1st, 1997 and ends on January 2nd, 1998. 4. The purchase of products must occur within the promotion period. Entry forms will be available at the point of purchase. If, for any reason, forms are not available then they can be downloaded from the Creative Pacific Web Site at <http://www.cppl.com.au>. They will also appear in magazine advertising during the promotion period. All details on the entry form must be completed in order for the entry to be valid, including the entry of a completed warranty card. 5. There will be 3 weekly prizes consisting of a single gold coin for the duration of the competition. These cannot be transferred or redeemed for cash. The draws will take place at the offices of Creative Pacific Pty Ltd, 32-34 Dickson Ave, Artarmon, NSW 2064. The first 6 draws will take place each Monday commencing on Monday November 10th and concluding on Monday December 15th. Due to the Xmas holidays the last 3 draws will take place on Monday January 12th. All winners will be notified by mail as soon as possible after each draw. 6. The judges decisions will be final and no correspondence will be entered into. 7. The Promoter is Creative Pacific Pty Ltd of 32-34 Dickson Avenue, Artarmon, NSW 2064. ACN 057 221 075. All Permit No Pending.

CREATIVE
P-A-C-I-F-I-C

sidelines

It seems that some people just couldn't wait for the much anticipated F1 Racing sim from Ubisoft, and a beta demo of the game is doing the rounds on the Internet - illegally. How did the unauthorised version get there? Well, it seems that a French games magazine was sent the beta for review, and one of their staff thought that others across the world might like to share in the experience - and needless to say, Ubisoft were less than happy about the situation. The demo is of limited appeal however, mostly seeing as the instructions are completely in French. Vive la' stupidité!

What's the ultimate accessory for the upwardly mobile games addict? How about a Sierra Mastercard! Buy one now and get a free Sierra game with it! As per usual, it's only available in America at the moment, but is it a sign of things to come here? Can we envisage a near future where people accumulate games-points rather than fly-buys with their game developer credit card, plugging it in to their PC to pay for use of an online game server? We sincerely hope not.

From the Twilight Zone files, it seems that someone in Australia 'close to the Government' also has magical powers. Incensed by the imminent release of the ultra violent game 'Postal', someone from here sent a nasty email to developers, Running With Scissors. Among other things, a curse was placed upon the game, and the person threatened to exert his or her influence over governmental figures so that the game would become banned. Maybe he wasn't just a weird crackpot though, because the news is that the only way Postal will find its way onto Australian shelves is in a radically altered form, i.e. With all the gruesome bits taken out. If only he'd use his powers for good...

Blizzard's Battle.Net server, a free service which hosts Diablo players from across the world has recently passed the 1,000,000 mark for subscribers and become the world's largest site for on-line gaming, despite recurring problems with player hacks of Diablo. There's a planned upgrade to the Battle.Net master server, which will also apply to Multiplay's Australian Battle.Net server, where players will have the option to create secure player profiles, allowing for a world-wide ranking system, challenge ladders, and group affiliation.

Multiplay -the new way

The times, they are a' changin'. Well, they are for OGS (online games server) Multiplay anyway, who seem to keep going from strength to strength. First up is their deal with Access One ISP, which allows Multiplay to use Aone's backbone, extending their reach outside the major metropolitan areas. Secondly, Multiplay's partnership with TEN is about to happen, and will be launched late in October. There are a couple of shifts happening with their network setup as a result though, the most significant is that they will be shifting to a completely Internet accessed service, but they assure us that the network will remain fast due to the introduction of TEN technologies. The cost for the Multiplay TEN network will remain at \$29.95 per month for unlimited usage, but users will also need to dial in to an ISP to make use of the service. Special deals will be available with selected ISP's however, starting

The screenshot shows the Multiplay website with a dark background. At the top right is a logo with the word "MULTIPLAY" in large letters. Below the logo is a section titled "HOT NEWS" with the sub-headline "Multiplay and Access One are Partners!". It includes a small image of two people and the text: "Access One and Multiplay have formed a partnership which will provide Internet users with high speed access to some of the world's hottest multiplayer games sites! According to Multiplay CEO, David Urquhart, Access One currently provides a very fast, high capacity Internet Network in Australia that makes it ideal for Multiplayer gaming. Multiplay represents extremely interactive entertainment which has advanced networking needs. Access One is well positioned to support Multiplay's continued focus for Multiplay - developing our cities and technology across the nation's most industrial-strength Internet network. Australian Internet gaming will be faster in the world," said Mr Urquhart. At the bottom of the page, there is a banner for "Multiplay & Access One form partnership" with a prize of \$20,000.

with Aone, and special giveaways and promotions will be happening in games stores all over the place as well as with Netcomm modems. And in a nice move towards those impoverished gamers out there, it will also be possible to pay

your account with a credit or debit card, too. Along with this, the first 3000-odd people to sign up will also receive a special deal, but you'll have to check out the Multiplay web page (www.multiplay.com.au) for more info on that.

Auran action

The people from Auran aren't sitting back and resting on their laurels, basking in the glow of success from Dark Reign - they've started on another project, called Hārn. It's based on the fantasy role playing game of the same name, and Auran are planning two games based on the Hārn universe. One is planned to be a strategy-based game, and the other an adventure role-playing game, and Auran think that due to the amount of detail and depth in the original game there is room for both genres to be created. You can expect to see it some-

time late in 1998, and you can rely on us to keep you informed as to what's happening. Well, you can actually get involved in the project yourselves if you enter our Auran competition - we told you about it last month, but for the forgetful amongst us here's the details again; your task is to concisely put down on paper your ideas for a new strategy game, and send it to:

**Game Designer Competition
Auran
PO Box 386
Paddington,
Brisbane, QLD, 4064**

What Auran want is input on what gamers want from strategy games (how cool is that?), and they want the best of the best to help them out on their new project - and that could well be you. You'd better get cracking though, the deadline for entries is November 28th. It's worth it though - the prize is an all expenses paid



return trip to Brisbane flying Business Class, a \$500 gift voucher for a Brissie games retailer, a game signed by the Auran team, an acknowledgement in the game manual, and reportage of the event in PC PowerPlay. Rockin! Now, everyone has an idea of their 'perfect strategy game' - and here's your chance not only to tell someone who cares, but maybe even to do something about it! If that's not a cool comp, we don't know what is, so enter now.

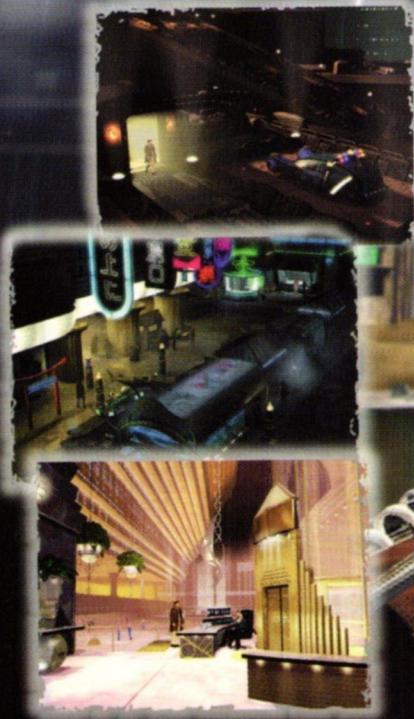
The screenshot shows an advertisement for Auran in PC PowerPlay. At the top right is a red banner with the text "Cut us out!". Below the banner is a circular graphic with a blue outline and a red ribbon-like shape. To the right of the circle is a red pair of scissors. At the bottom, the word "AURAN" is written in a stylized font, and below that is the "PC PowerPlay" logo.

BLADE

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Studios immerses
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of the most
acclaimed cult
film in history.

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mortal battle of
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The Worlds First Living Real Time 3D Adventure Game

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Virgin
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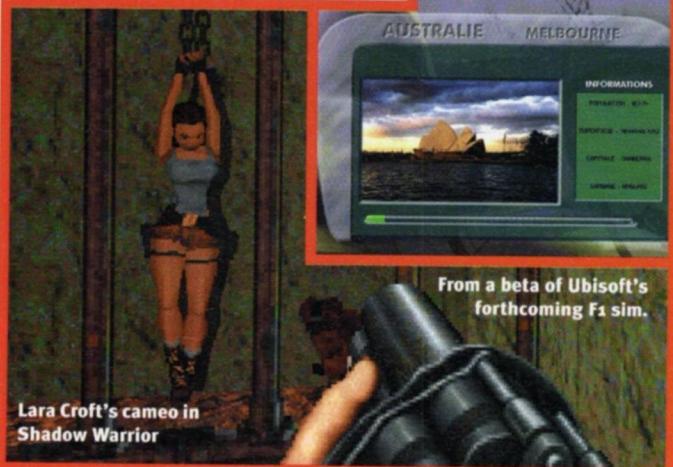
sidelines

And still with Blizzard and Diablo related matters, Diablo 2 has been slated for release late in 1998. Essentially, the world will remain the same, but the gameplay will be enhanced significantly. For example, there will be five new character classes each with unique attributed and abilities, four towns, wilderness areas, multiple dungeons, an online trading post, and an advanced combat system which demands greater class-specific fighting techniques. And best of all, Blizzard promise that it will be much harder for players to crack the game and ruin it for everyone else playing online - which, if it works, will be fantastic.

Good news for people with no life who enjoy watching TV shows featuring scantily clad and well endowed 'actors' stumble woodenly through mind blowingly stupid plots on Saturday nights. Yes! That's right, Xena - Warrior Princess and Hercules are about to join forces in a computer game. But not just any game, Universal Studios and Simutronics have started production on an online multiplayer RPG based on the two 'popula' shows. We really don't really think this is a very impressive direction for games to take though...we can see titles like 'Baywatch: The Game' on the horizon, and it scares us. A lot.

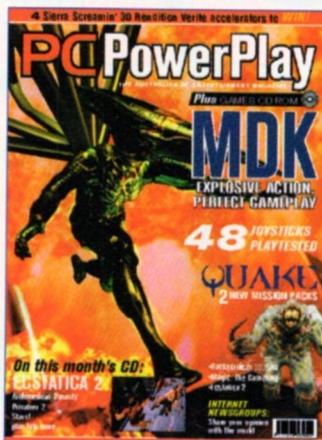
If you've got a Hercules Stingray 128 and you're not on the Internet, you've already missed out. Due to customer dissatisfaction with the Voodoo Rush chipset included on the card (it doesn't perform as well as the 3Dfx), 3Dfx were kind enough to announce that dissatisfied owners could send in the 3D daughterboard and have it replaced for free with a proper 3Dfx. It's a great offer, and 3Dfx have built up a very good name for themselves in relation to customer support. However, the offer was only in place for one month, from the end of September until the end of October, which didn't give people much time to get things organised. You can still try emailing or calling 3Dfx if you like, but don't get too hopeful.

FUNNY SCREENSHOT CORNER



RETRO SPECS

6 months ago in PowerPlay...



Dedicated gamers know that it often takes at least 6 months for the true potential of a game to be realised. So we're introducing a new section this month where we take a look back into the dim, distant past, of 6 months ago.

Back 6 months ago in PowerPlay, we had MDK on the cover, and, well...MDK didn't end up setting the gaming world afire, though thanks to a Direct 3D patch it's now bundled with many 3D cards - just seems people aren't all that keen to pay for it. Other news was from Microprose, who confidently told us that Falcon 4.0 would definitely be out by June 30....though they cannily didn't say which June 30. Maybe they meant June 30, 1999? Microprose weren't alone in rash predictions though, Epic MegaGames were also a little overconfident about their 'Quake Killer' Unreal which was, they said, 'due out very soon', though they were smart enough not to set out a definite date for

release. Other important Quake-related news was the release of the GL patch for Quake, which we thought was pretty damn cool, and how right were we?

On the big games that actually had been released, Interstate '76, Theme Hospital, BC3k, and Terminator Skynet, 6 months on the picture is just a little different. Interstate '76 didn't quite capture the imagination of the gaming community, though it has sold fairly well, but with mission packs and a sequel (Interstate '77) on the horizon there may be life in the old Piranha yet. Theme Hospital....well...ok, we can admit it, we went a little overboard on that one. Sure it's a fun game, and at the time provided a few hours of merriment, but is anyone anywhere still playing it? Sorry 'bout that. Then there's BC3k, which is a bit of a touchy subject with people.

The version we reviewed was the second release, the only one that Derek Smart wanted people to see because the initial (and unauthorised) version was so buggy.

Thanks to a host of fixes and support from Derek, it's now mostly bug free, and is the type of game that will continue to sell in small amounts for a long, long time - a definite classic. Terminator Skynet, well, it seems that even the usually unflappable and levelheaded David Wildgoose became a little less than objective in his review, giving it a whopping 94% - one of our highest scores ever. Sure, it was a great game, and there's probably quite a few people still playing it, but 94% was maybe just a liiiitle high in retrospect. Ah well, mostly we got it right, and that's enough about the past. It's time to start turning the pages and take a look at what's hot right now.

TOP TEN GAMES

Rank	Title	Developer / Distributor
TW LW		
1	- DARK REIGN	ACTIVISION-AURAN / ROADSHOW
2	- HEXEN II	ID SOFTWARE / ROADSHOW
3	1 MOTO RACER	ELECTRONIC ARTS / ELECTRONIC ARTS
4	- TOTAL ANNIHILATION	CAVEDOG / GT INTERACTIVE
5	14 C & C: COVERT OPS.	WESTWOOD / SEGA OZISOFT
6	3 DUNGEON KEEPER	BULLFROG / ELECTRONIC ARTS
7	2 NEED FOR SPEED Special ed.	ELECTRONIC ARTS / ELECTRONIC ARTS
8	6 QUAKE	ID SOFTWARE / ROADSHOW
9	12 LINKS LS '98	ACCESS / SEGA OZISOFT
10	4 CARMAGEDDON	SCI / HILAD

Week ending 28th September

The ACER best selling charts are carefully compiled from a sample panel of retailers selected across Australia including mass merchants, department stores, specialty software stores and independent outlets. Retailers surveyed include Myer Grace Bros, David Jones and John Martins, K Mart, Target, Big W, World 4 Kids, Harvey Norman Computer Super stores, Blockbuster, Brashes, Video Games Heaven and Games Wizards ©1997

Charts supplied by Australian Computer Entertainment Review

ACER

**GAMES
MASTER** 94%

"With so many new elements and unpredictable battles, this has to be the most addictive wargame yet... a real C&C killer"

Can you survive this
furiously fast, kill-for-money,
real-time bloodfest?



7TH LEGION

IN ASSOCIATION WITH

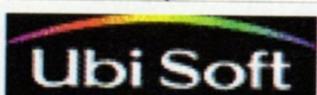


MICRO PROSE

<http://www.microprose.com>

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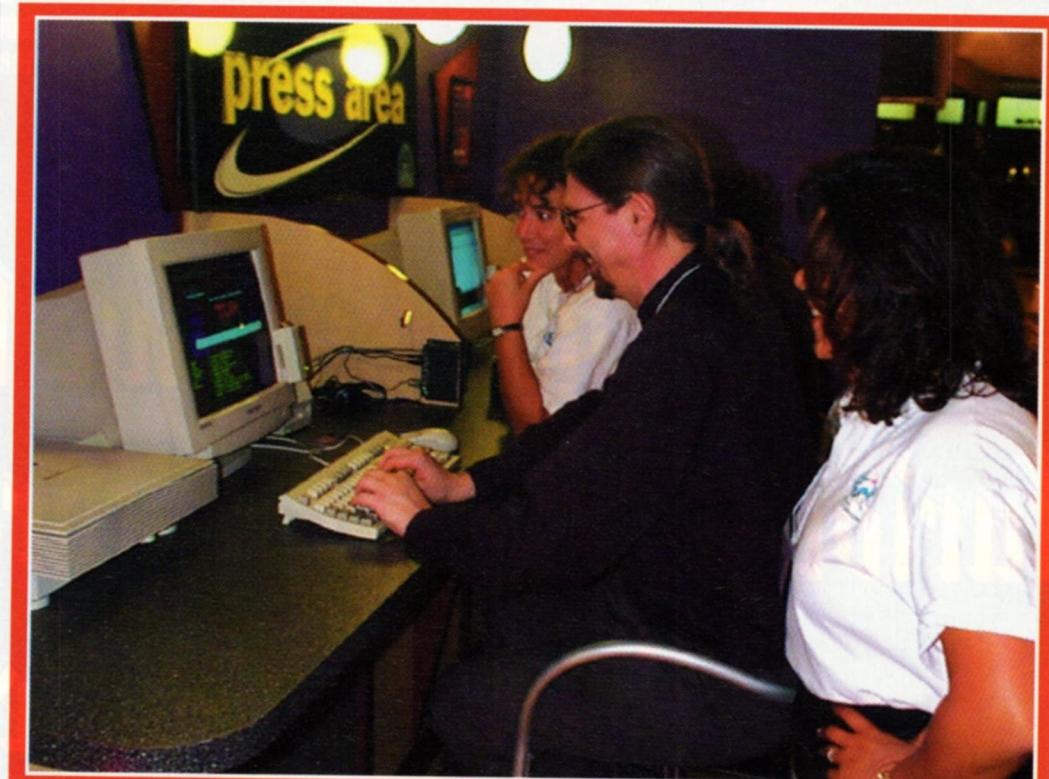
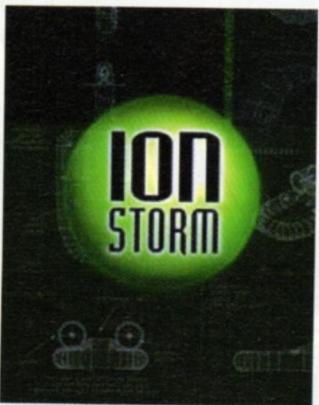
Parla Vous Piracy?



Aye matey, the Internet is not only the Wild Wild West of the information world, but it is the high cyberspace of piracy as well. Just think about it - how many pirated pics of supermodels do you have hanging on your monitor as wallpaper? Well, the latest entry into the annals of infamy is that a copy of Ubi Soft's F1 Racing Simulation was uploaded onto the Net without Ubi Soft's permission. Word has it that this 30 MB demo was given to the French magazine Joystick as a courtesy preview. It has French text and a French interface, whatever that might mean. Ubi Soft, a French company, says that gamers ought to ignore this demo because it really doesn't reflect what the English version of the game will be when it's released in early 1998. There's no word from the Frenchy magazine on who leaked the game and has it stands now, the demo is added to the list of "pirated software".

Spectral Spector

Warren Spector, the man (behind the teams) who was responsible for Serpent Isle II, Ultima Underworld I & II and Ultima VII has a new home. The near-legendary game designer will now be creating gaming delights with ION Storm. Spector had been a major force at Origin before its acquisition by EA and more recently was with Looking Glass in Austin, Texas. Spector made a name for himself while with Steve Jackson Games way back when and later went on to be a major game designer with TSR.



Our own Mr. Greenlee losing miserably at the YDKJ tourney

Failure to Communicate

Interplay(ing) with Lara Croft
No, Interplay is not bundling Tomb Raider's Lara Croft, but with the heroine's creators instead. Interplay head honcho Brian Fargo (no relation to the movie) says he has inked a deal to publish the games of Confounding Factor - which is the new design house formed by Tomb Raider development leads Toby Gard and lead programmer Paul Douglas. Their first game is slated for 1999.

Games In a Box = Juice In A Box



It is a fact of life...the way to the human soul is through our stomachs and that is a fact, which Microprose plans on exploiting. Soon, in junior and senior high school cafeterias across America, young adult consumers (they're "young adults" when speaking in terms of money and "kids" all other times) will have a chance to win free and discounted prizes, including Microprose' 7th Legion. Proctor and Gamble, the juice makers, will be flooding school cafeterias with posters and scratch and win game cards this year in a highly targeted marketing move - I like to use the coined term "intravenous advertising". In this case, we teach our young consumers that there is a reason to go to the cafeteria and it's not for the food.

I recently had the honour to represent PC PowerPlay at a little com-motion hosted by Berkeley Systems here in Chicago. Berkeley hosted a You Don't Know Jack tournament as part of its way to introduce their new online game Acrophobia. I was proud and excited to be representing Editor Ben Mansill and the PC PowerPlay team. The day of the tournament, I watched hours of mindless television in order to ingest quality amounts of TV minutia. I read teen magazines and the complete unabridged dictionary. I gorged on trivia from seemingly endless sources so I could be KING! Well, I lost miserably. I don't remember who won, because I hate them. Upon leaving the PC arcade (where they have about 40 networked PCs, it was really cool), I knew the time had come for me to end it all. So, I staggered to a bridge overlooking the Chicago River and looked longingly at the peaceful water gleaming in the pale moonlight. Then, I heard the Windows 95 startup sound and suddenly saw an angel. He consoled me and gave me hope again. And now I know that every time you hear the Windows 95 start up sound, another angel gets its wings. Therefore, I am not ashamed at having lost in the category of "What Kind of Pervert Romances A Stone?" Really.

Sega pulls out of 3DFX



Yes, it's messy. Another story of first love and now alleged betrayal. It's a story we all can sit back and really enjoy because it's happening on the fringes of PC gaming. Once upon time Sega entered into an agreement with 3DFX to use the graphics maker's video chip in the next

Sega generation platform called Dural. Then, Sega allegedly reneged and instead decided to use NEC's new chip. Now 3DFX is suing. 3DFX claims that Sega kissed and is now telling all since Sega has seen 3DFX's private parts. Sega responded with gasps of indignation and says they are not leaking 3DFX secrets to others and they are offended by the allegations of misconduct. Lawyers for the two sides will be rendering their versions of the story later before a civil court judge.



Xmas is coming

The scene is starting to hot up now in Europe and the UK and the battle for Christmas domination starts in earnest as most mags are now putting down their Nov/Dec issues. Betting has started for the top game Christmas chart topper and need we say it could well be Tomb Raider 2 - but I bet that it is delayed until after Christmas.

Big News. Eidos

The nucleus of the team behind Tomb Raider has upped and left Core/Eidos and is now working for Interplay UK. This shock move strangely did not cause as big a story as you would imagine, but already the team are working away on their first game which, can you guess, is an adventure game! Eidos seem to be having a problem with

most of their eagerly awaited games and even F1, the best racing game I have seen, has been put back to March 98 and DeathTrap Dungeon is now put off until Feb - now 18 months over due. The reason is that the Playstation version is being coded and they want a simultaneous release!

WOW - Virgin

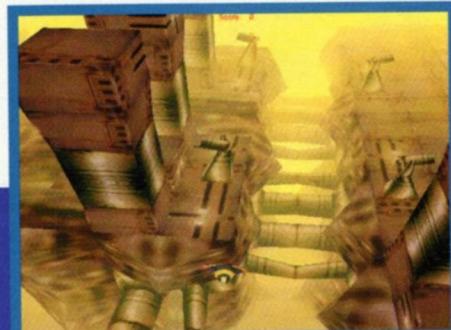
What was the biggest and most talked about game at the recent show in London? BladeRunner from WestWood/Virgin. Their stand was packed and everyone was raving about this title to such an extent that it was quoted as getting the highest marks ever for a game, and it is not yet finished. Virgin seem to be the focus of every conversation and the news that EA could be in line to buy them up is not as simple as you

may think. The Mergers and Monopolies Commission seem to feel it is unfair for such a large company to dominate the market and so in comes Spectrum Holobyte. More on this as it happens!

Hard one

The development scene is starting to focus on one hard-

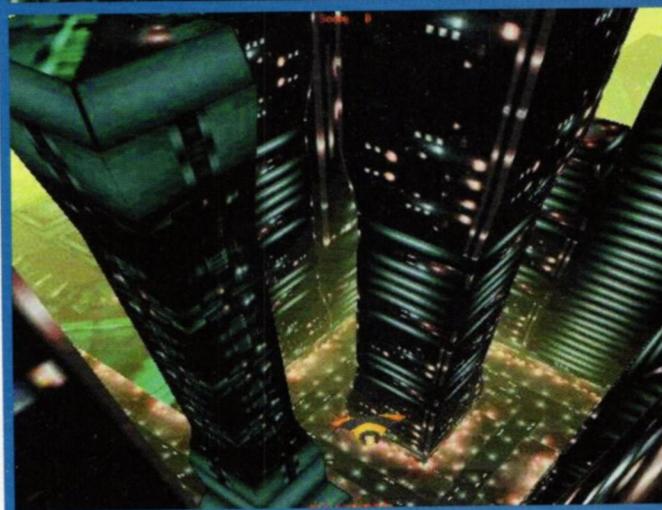
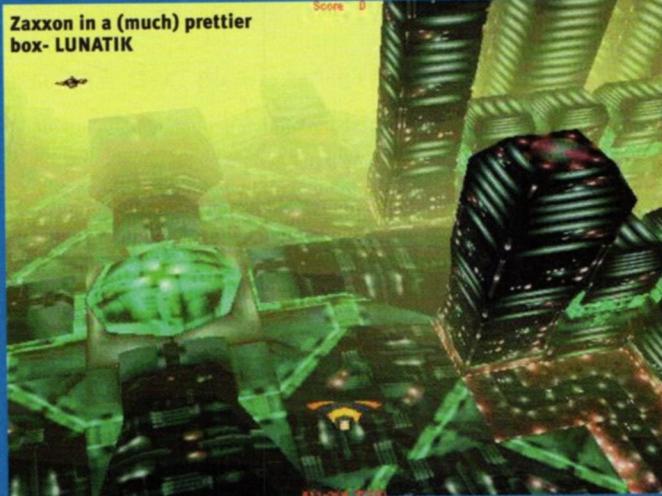
ware card in Europe, forget about Matrox and Rendition, the only card that is now getting 100 percent support is the 3DFX card.



Retro

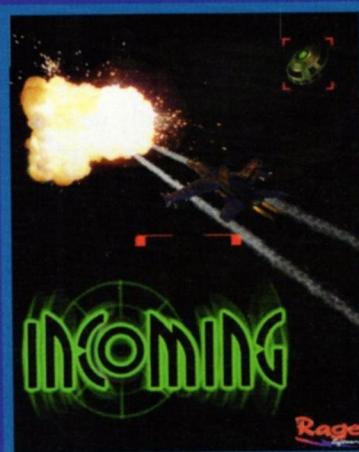
Do you hark back to the days when computer games were based on great gameplay, when the graphics were secondary, it took 60 seconds to load, and the manual was one page? Well go get yourself a Spectrum! Eidos bring us a Christmas treat with a game called LUNATIK drawing on addictive gameplay of golden oldies such as Defender and Zaxxon and merging them with an up to date look that is, well futuristic. It is a shoot-em-up which is fast, plus music from Rude Recording that will have you dancing around the floor. The objective is to wipe the floor with the enemy. The game has simple ideas but Eidos believe this game, which is set in space, will have massive appeal. Take an eyeful of the screen shots, different eh, can you spot your craft?! This is not due until March 98 but Eidos have high expectations for this game and the team based in London will be put under the microscope by yours truly and you will read about it soon!

Zaxxon in a (much) prettier box- LUNATIK



OutRAGEous

Rage - the developer whose last game Moto Racer was a huge success, and regarded alongside developers such as Bullfrog and DMA - are setting up their own publishing label and the first game will be Incoming. This space game really shows off 3D hardware and is targeted for Pentium II processors, with AGP graphics ideally and 166 MHz or better. A 3D card is mandatory. AGP by the way is Accelerated Graphics Port which gives leading edge developer Rage about 4x more bandwidth for graphics data processing. The end result is far greater dynamism and surface texture on screen! What with another title called DeadZone 98 it could be Rages year for world domination.



Incoming from Rage. Their last effort was Moto Racer, so expect big things



QUAKE

WAS JUST FOREPLAY.

Totally NEW game. Totally NEW monsters with IQs the size of their APPETITE for FRESH blood (this time they can evade your ATTACK, strategically position themselves for an ambush, and HUNT your ass down). Totally new environments with falling rocks to dodge, rockets to duck, shadows to HIDE in, narrow shafts to CRAWL through, and plenty of room to SATISFY your primal urges.



“Quake II, without a doubt, the game of E3.”
—Computer Gaming World



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Q U A K E I I

SUBSCRIBE





Two truths:

1. No matter what sort of PC you've got, it's not going to be a hot as this.

2. You want one.

It's black and sexy, fast and fully equipped, it's the IBM Aptiva S Pentium II 233.

Besides being black, this beast has more desirable features than you can poke a stick at. Check this out:

- 233MHz Pentium II CPU, 512k cache (the one we recommend as the best gamer's CPU available)
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- 4.2Gb Hard drive
- 3D ATI Rage Pro 3D hardware accelerator
- Bose speakers with subwoofer
- 17" monitor
- DVD CD drive!
- It's worth over \$5000!

Thanks to IBM's unbelievable generosity, we've got **One** to give away this month. The winner will be drawn from all new subscribers and subscription renewers for the month of November 1997.

The odds are excellent, the prize is amazing, so, **SUBSCRIBE!**

Some folks don't know a good deal when it's staring them in the face. They need the hard sell, so here it is:

- Save money. Money is good, more is better. Subscribers save 35% off the newsagent price. That's smart.
- It's easy. The best things in life are home delivered. The easy way's the right way.
- It's quick. Get PowerPlay before all your mates do. Be hated that little bit more.

Issue #16 winners [Creative AWE 64 Gold]:

P Tulloch, WA.
M Gregg, NSW.

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BACK ISSUES

#1 Online fighter combat, Duke 3D, Grand Prix 2, Warcraft 2 playguide.

#2 Kali net games, Earthsiege 2, Zork Nemesis, C&C playguide.

#3 3D graphic accelerators, Settlers 2, Cyberstorm, Zork Nemesis walkthrough.

#4 PC buyers guide, Australian Rugby League, Normality, Spycraft walkthrough.

#5 Net games, Time Commando, Close Combat, Civ 2 strategy guide.

#6 Best and worst games of all time, Quake, Pandora Directive, Flight sim roundup.

#7 Violence in games, Mechwarrior Mercenaries, Krush Kill 'n Destroy, MMX Pentiums

#8 Making of a Game, Video Card feature, C&C Red Alert, Privateer 2.

#9 Red Alert Feature, Alphaworld, Wavetable soundcards, Tomb Raider, Syndicate Wars.

#10 New Star Wars games, 3D accelerators compared, DIY Upgrade guide, Discworld 2

#11 Diablo, Interstate '76, MMX Pentiums examined, Build your own PC and network, Dark Reign.

#12 MDK, Quake Mission Packs, Huge Joystick guide, Internet Newsgroups, Ecstatica 2.

#13 Need for Speed II, X-Wing vs. TIE Fighter, Quake addons, PCs versus Consoles debate, Online game hackers.

#14 Dark Reign, Doom Clones, 16 Modems tested, Derek Smart, Comanche 3, Redneck Rampage.

#15 Carmageddon, E3 Report, Tomb Raider 2 preview, Blood & Sex, Twinsten's Odyssey

#16 Dungeon Keeper, RPG feature, Lands of Lore II preview, Virtual Reality, Last Express playguide

#17 Age of Empires, 500MHz Pentiums, Starfleet Academy, Beam Software, Software Piracy



The PC PowerPlay Official Games Listing

Here they are. This exhaustive list has all the games released during the qualifying period. Probably. If we've accidentally missed your favourite game then just go right ahead and enter it. We'd like that a lot.

NOVEMBER 1996 ISSUE 7

- * Crusader: No Regret *
- * Mechwarrior 2: Mercenaries *
- * Gex *
- * Krush Kill 'n Destroy *
- * Full Court Press *
- * Rally Championship *
- * Jagged Alliance 2: Deadly Games *
- * Mega Race 2 *
- * Monster Truck Madness *
- * Baku Baku *
- * Hell Bender *
- * Radix *
- * Tyrian *

DECEMBER 1996 ISSUE 8

- * Command & Conquer: Red Alert *
- * Privateer 2: The Darkening *
- * Hyperblade *
- * Lighthouse *
- * Star Control 3 *
- * Gene Wars *
- * F-22 Lightning 2 *
- * Azraels Tear *
- * Daggerfall *
- * Albion *
- * Creatures *
- * Shattered Steel *
- * F1 Manager *
- * Road Rash *
- * Amok *
- * Madden NHL 97 *
- * Assassin 2015 *
- * Bedlam *
- * Screamer 2 *
- * Civil War *

JANUARY 1997 ISSUE 9

- * Syndicate Wars *
- * Tomb Raider *
- * Archimedean Dynasty *
- * Rally Challenge *
- * Nine *
- * Wing Commander: The Kilrathi Saga *

- * Blood and Magic *
- * Wizardry *
- * Dreamworks *
- * SWIV *
- * Sherlock Holmes *
- * Time Lapse *
- * Krazy Ivan *
- * XS *
- * Surface Tension *
- * Brainstorm *
- * Bug *
- * Hind *
- * The Martian Chronicles *
- * Master of Dimensions *

FEB/MARCH 97 ISSUE 10

- * Discworld 2 *
- * Master of Orion 2 *
- * Jet Fighter 3 *
- * Alien Trilogy *
- * Fragile Allegiance *
- * Lord of the Realms 2 *
- * Rama *
- * Goosebumps *
- * AFL *
- * Heroes of Might and Magic 2 *
- * Titanic *
- * FIFA 97 *
- * Fable *
- * Necrodome *
- * Blue Ice *
- * Championship Manager 2 *
- * Davis Cup Tennis *
- * Daytona *
- * Destiny *
- * Dog Day *
- * Harpoon 97 *
- * Hoyle Casino *
- * Hunter Hunted *
- * Metal Storm *
- * MS Flight Sim *
- * MS football *
- * Mummy *
- * Power Chess *
- * Sim Copter *
- * Virtua Cop *

APRIL 1997 ISSUE 11

- * Diablo *
- * Phantasmagoria 2 *
- * Realms of the Haunting *
- * Stars! *
- * A-10 Cuba! *
- * Deus *
- * Versailles *
- * Nascar 2 *
- * Arc of Time *
- * Flying Corp *
- * POD *
- * Sega Rally *
- * Super EF2000 Tactcom *
- * Power F1 *
- * Dragon Lore 2 *
- * Death Rally *
- * Battleground: Antietam *
- * Spiderman: The Sinister Six *
- * Hang Time *

- * Orion Burger *
- * AH-64 Flashpoint Korea *
- * Wages of War *

MAY 1997 ISSUE 12

- * MDK *
- * Battle Cruiser 3000AD *
- * Ecstatica 2 *
- * 2 Quake Mission Packs *
- * City of Lost Children *
- * Theme Hopital *
- * Magic: The Gathering-Acclaim *
- * Magic: The Gathering-MicoProse *
- * Terminator: Skynet *
- * Formula 1 3Dfx *
- * Air Warrior II *
- * Warcraft 2: The Next 70 Levels *
- * NCAA Final Four '97 *
- * Norse by Norsewest *
- * Ultimate Soccer Manager 2 *
- * 3rd Reich *
- * Yoda Stories *
- * Golf Pro 2000 *
- * SlamTilt *
- * Cave Wars *
- * Settlers 2 mission disk *
- * Over The Reich *
- * Noir *

JUNE 1997 ISSUE 13

- * X-Wing vs. TIE Fighter *
- * Star Trek Generations *
- * The Need for Speed 2 *
- * Outlaws *
- * The Last Express *
- * Independence Day *
- * M1A2 Abrams *
- * Fallen Haven *
- * Red Alert: Counterstrike *
- * Scarab *
- * Dog Day *
- * Age of Sail *
- * Wooden Ships and Iron Men *
- * Die Hard Trilogy *
- * Fork in the Tale *
- * Test Drive off Road *
- * Star Trek Borg *
- * ATF Gold *
- * Zombie Wars *
- * Sonic and knuckles *
- * Apache Longbow Gold *

JULY 1997 ISSUE 14

- * Dark Reign *
- * Commande 3 *
- * Redneck Rampage *
- * Blood *
- * Imperium Galactica *
- * Star Command *
- * Darklight Conflict *
- * Wipeout 2097 *
- * Callahan's Crosstime ** Saloon *
- * Sentient *
- * Into the Void *
- * 3D Mini Golf *

- * C&C for Win 95 *
- * You don't Know Jack: MOVIES *
- * Shivers 2 *
- * NBA JAM *
- * Vegas Games *
- * Lunatics *
- * Flipout *

AUGUST 1997 ISSUE 15

- * Carmageddon *
- * Twinsten's Odyssey *
- * X-COM: Apocalypse *
- * Constructor *
- * Shadows Over Riva *
- * Obsidian *
- * G-Nome *
- * Tom Clancy SSN *
- * Helicops *
- * Chess Wars *
- * Rocket Jockey *
- * Battleground: Bull Run *
- * Battleground: Napoleon *
- * Battleship *
- * Jetfighter 3: Mission disk *
- * Tigershark *
- * Risk *

SEPTEMBER 97 ISSUE 16

- * Dungeon Keeper *
- * Betrayal at Antara *
- * Warlords III *
- * Moto Racer *
- * Earth 2140 *
- * Actua Soccer *
- * Premier Manager 97 *
- * FIFA Soccer Manager *
- * Shrak Quake *
- * F-18 Hornet 3.0 *
- * 688i Nuclear Sub *
- * Sand Warrior *
- * Meat Puppets *
- * Agent Armstrong *
- * Descent II Infinite Abyss *
- * Atomic Bomberman *
- * Duke 3D Plutonium Pack *
- * Triple Play 97 *

OCTOBER 1997 ISSUE 17

- * Lands Of Lore 2 *
- * Star Trek Academy *
- * Age of Empires *
- * Enemy Nations *
- * Birthright *
- * Cricket 97 *
- * Great Battles of Alexander *
- * IF 22 *
- * F-16 *
- * Atlantis *
- * Mass Destruction *
- * Terracide *
- * Extreme Assault *
- * Battle at Ardennes *
- * Babe Ruth Baseball *
- * Dragon Dice *
- * Pacific General *

PC PowerPlay

G.O.T.Y.

Game Of The Year

We announced the inaugural G.O.T.Y. Awards last issue. The response has, predictably, been amazing. The whole computer game scene in Australia has been screaming out for this and it took PowerPlay to bring order to the chaos.

Sure, the incentive of winning a Diamond Monster 3D has spurred on many votes, but the yearning need most gamers feel to have their say has been the real motivating factor. So take the time to send in your voting form. This is your last

chance! A nervous Australian game industry awaits your say... **HOW** Here's how it works. The awards cover the calendar year that starts at the beginning of November (which means that all the games in this issue round off the inaugural year). That way we cover all the big games from last Christmas. You'll have had all year to really get to know the games too, so give those over-hyped games what they deserve! Equally, make sure those little gems get the thumbs up!

As you've probably noticed by now, we've categorised the whole game scene by genre. We've also put a few examples alongside each category in case you get a bit mixed up and put Theme Hospital under "Driving Games".

There is no strict criteria for what makes a game the best in each genre. Simply vote for the game you liked best. We're gamers, we can't deal with concepts any more complicated than that. On the other hand, Game Of The Year needs a bit of a philosophical charter to get those arguments heated up. So, cop this:

GOTY is the game which has brought the greatest fun, with the least grief. We'll run the entry form again next issue, but

Cut and send to: G.O.T.Y.
PC PowerPlay
78 Renwick St, Redfern NSW, 2016

1997 PC POWERPLAY G.O.T.Y.

First person Action

- * Quake Mission Packs
- * Outlaws
- * Terminator: Skynet
- * Redneck Rampage
- * Blood
- * Descent II - Infinite Abyss
- * Duke Nukem 3D Atomic Ed.
- * Other _____

Action

- * Crusader: No Regret
- * HyperBlade
- * Syndicate Wars
- * Diablo
- * MDK
- * Other _____

Real Time Strategy

- * C&C: Red Alert
- * Theme Hospital
- * Krush Kill 'N Destroy
- * Constructor
- * Dungeon Keeper
- * Other _____

Turn-based Strategy

- * Masters Of Orion 2
- * Stars!
- * Warlords III
- * Great Battles of Alexander
- * Magic the Gathering
- * Jag2: Deadly Games
- * X-Com Apocalypse
- * Other _____

RPG

- * Daggerfall
- * Betrayal in Antara
- * Lands of Lore 2
- * Azreals Tear
- * Other _____

Driving/Racing

- * Moto Racer
- * Rally Championship
- * Monster Truck Madness
- * Need for Speed 2
- * Rally challenge
- * Daytona
- * Nascar 2
- * POD
- * Sega Rally
- * Interstate 76
- * Other _____

Flight sim

- * F-16 Fighting Falcon
- * iF-22
- * F-22 Lightning 2
- * Jet Fighter 3
- * MS Flight Sim
- * Super EF-2000 Tactcom
- * AH 64 Longbow
- * ATF Gold
- * F-18 Hornet
- * Other _____

Action Adventure

- * Tomb Raider
- * Ecstatica 2
- * Discworld 2
- * Hunter Hunted
- * Other _____

HOW TO DO IT

Simply tick one box in the categories you wish to vote in, or tick "other" and print your own choice.

Fantasy Flight Sim

- * X-Wing v Tie Fighter
- * Privateer 2
- * Wing Commander: The Kilrathi Saga
- * BattleCruiser 3000AD
- * TigerShark
- * Other _____

Adventure

- * Dog Day
- * Blue Ice
- * 9
- * City of the Lost Children
- * Other _____

Puzzle

- * Baku Baku
- * Bust-a-Move 2
- * Slam Tilt
- * Other _____

Sports

- * FIFA 97
- * Triple Play 97
- * Championship Manager 2
- * Premier Manager 97
- * Golf Pro 2000
- * Cricket 97
- * Davis Cup tennis
- * Other _____

DIAMOND

MULTIMEDIA

Diamond

remember, **ALL VOTES MUST BE RECEIVED BY
TUESDAY 18th NOVEMBER.**

The results will be published in the January issue of PC PowerPlay.

WHY To have your say, to leave your mark, to participate, to be involved dammit!

Still thinking of wussing out? If you don't vote your entire life will be a pathetic tale of missed opportunity. Still not motivated? Then think about this:

6 voters pulled at random at the end of voting will win a Diamond Monster 3D video accelerator.

Being a PC PowerPlay reader, you'd know that this is our absolutely favourite gaming device of all time. We've got six of them to give away thanks to Chips n Bits, so enter. Now.

Online voting

Too precious to cut a hole in PowerPlay? Thanks for that, we're touched. Still want to vote? Do it online. Just visit www.hyperactive.com.au

There you'll find a highly sophisticated online voting form. Cool huh?

Name _____

Address _____

Phone _____

Multiplayer

- * QuakeWorld
- * Diablo
- * Red Alert
- * Interstate '76
- * X-Wing v Tie Fighter
- * You Don't Know Jack
- * Command & Conquer Win 95
- * Other _____

Online game

- * Subspace
- * HoverRace
- * Other _____

Online RPG

- * The Realm
- * Meridian 59
- * Ultima Online
- * Other _____

Best Australian game

- * KKND
- * Dog Day
- * Cricket 97
- * Rally Challenge
- * Other _____

Best GAME overall

COMPETITIONS

Arrived

Total Annihilation



Total Annihilation

This is the game that has just about every other real-time strategy game ducking for cover. 3D terrain, 3D units - all 150 of them, yes, this game looks great and plays even better! But one of the things we like best is the extra large maps and the different kind of terrain present. Long live multiplayer TA! Thanks to GTI, we have six copies to send your way, with the first prize winner also picking up a TA leather jacket!

Q. What is unique about the units and structures in Total Annihilation?

G Police

Psynopsis made a special personal visit to the PC PowerPlay offices in September to show off their brand new toy. It was one of those displays that had us swooning out of the windows, loosening our collars, and gawping at the screen it was playing on. Yes, it's one of the best looking games ever, and we like it a lot. The very

gracious people at Psynopsis would like to share the joy and have six copies of the game along with six T-shirts to give away.

Q. Why did Slater join the G Police?

Hexen 2

To Quake or not to bloody bother, that is the question. Quake's been sitting pretty at the top of the heap for a while now, and only now are we getting that tidal wave of first person shooters using the Quake Engine. With a 3D graphics accelerator, you have here a beautiful looking action romp with more of an RPG feel. Thank you Raven Software! Special thanks goes to Activision for giving us six copies to give away.

Q. What are the character classes available in Hexen 2?

proclaim with us all that "It was worth the wait!". Happy with resting on its own laurels, DF2 has done well in trying not to take on Quake as the king of shooters. DFII is a Star Wars game and a great one at that. Thanks to those beautiful people at Metro Games, we'd like to pass six copies of this gem over to you.

Q. What is the name of the character you play in Jedi Knight: Dark Forces 2?



Jedi Knight

Finally! There's been a long time between Dark Forces II and its predecessor, and it's time to climb to the top of your pile of Star Wars merchandise and



CYBERMAN 2

L. Vellendahl, Echunga SA.

WORLD OF WARLORDS III

D. Gillam, Ulverstone TAS.
J. Leong, Bulleen VIC.
D. Baas, Mt. Lawley WA.
P. Groves, Bundaberg QLD.
K. Sadlier, St. Marmion WA.
D. Colver, Queanbeyan NSW.

DUNGEON KEEPER

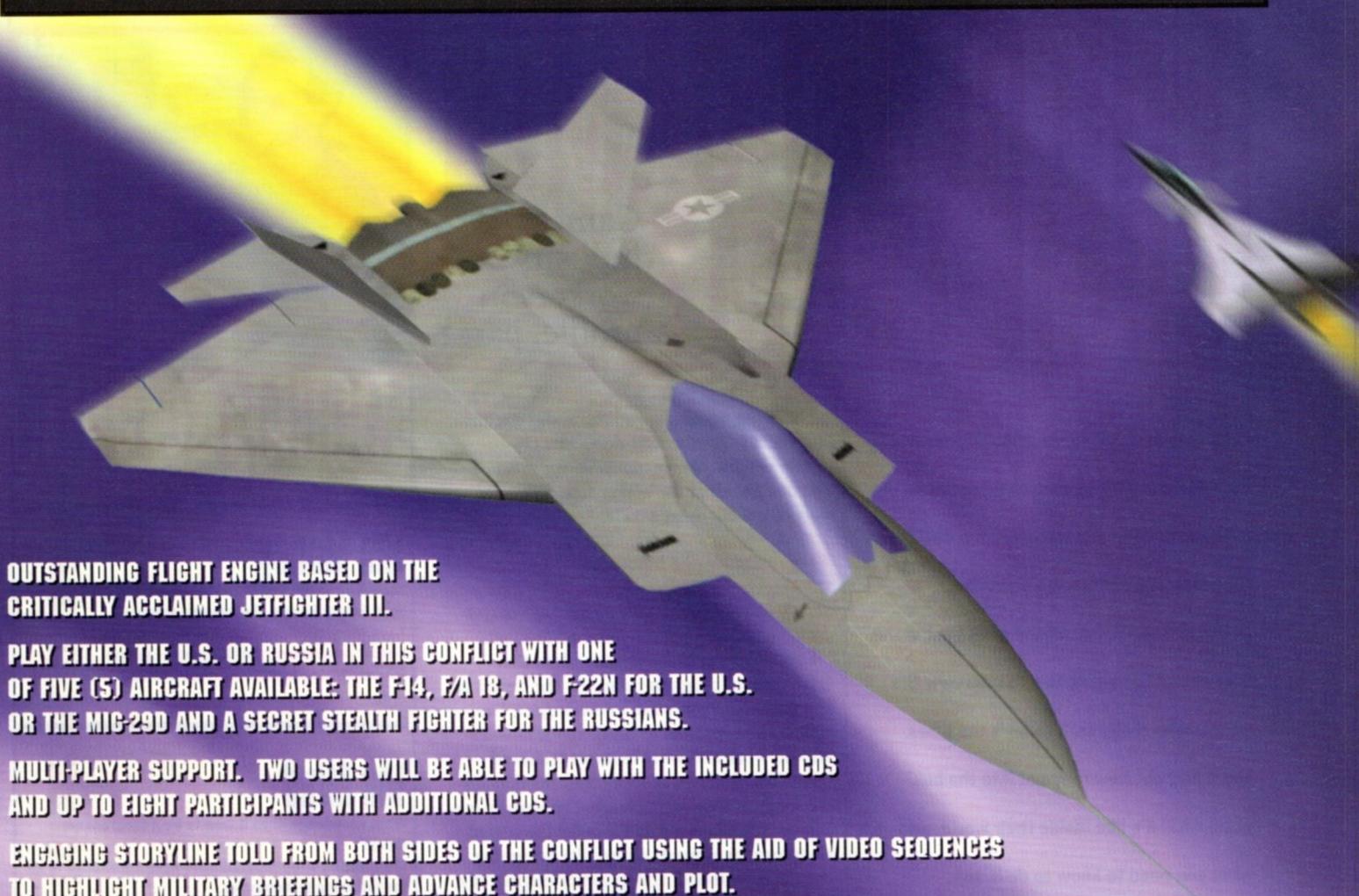
S. Dowman, Hervey Bay QLD.
D. Read, East Keilor VIC.
S. McDonald, Scoll TAS.
M. Larratt, Box Hill North VIC.
G. Moore, Wattle Grove NSW.
C. Wirth, Underwood QLD.

BETRAYAL IN ANTARA

S. Hoines, Petrie QLD.
M. Richter, Parafield Gardens SA.
K. Heyer, Toowoomba QLD.
M. Addison, Dunlop ACT.
S. Putt, Cairns QLD.
J. Slater, Carlton Beach TAS.

J E T F I G H T E R

FULL BURN



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If you've played more than one computer game in your life, chances are the thought has crossed your mind: wouldn't it be cool to make games for a living?

Thousands of people do. After all, technology is the fastest growing job market in the world, and making computer games is on the bleeding edge of all its frontiers. The hours are

Apple II emulator called AppleWin. Then, in 1995, I bought a game called Warcraft: Orcs and Humans and was blown away by how much fun it was, especially in multiplayer mode. The company that made it, Blizzard Entertainment, was located only a few blocks from my apartment. I had always wanted to work in the gaming industry, and I especially wanted to work on the sequel to Warcraft, so I sent them my resume and sample programs, and they ended up offering me a job.

At Blizzard, I did a little programming and a lot of game balancing on Warcraft II, which was nearing completion when I was hired. Then I got involved with Diablo. I wrote the networking code, the dialog manager, the

The Programmer

Age:	26
Company:	Blizzard Entertainment
Where before:	Train Track Computer Systems
Current Project:	Enhancing Battle.net for Starcraft
Recent Projects:	Battle.net, Diablo, Warcraft II
Yrs in Industry:	Gaming industry - 2 years Software industry - 6 years
Training:	Learned to program at age 9 and have been doing it ever since
Average week:	5 days, 10 hours/day
During crunch:	7 days, 15 hours/day
Your job motto:	"Figure out how to do things that other people say can't be done."

WHERE DO GAMES COME FROM?

Games industry workers in profile, part I.



MICHAEL O'BRIEN

long, very long and often game addicts who are willing to give up everything social do the best and become the industry's top designers, programmers, writers and animators.

In this series, PC PowerPlay goes behind the scenes and the big names to interview the people who really craft today's top titles. You'll find out how they got into the business, what it's like inside their world, and what you need to know to do it, too.

The Job

Where did you get your start?

After college, I got a job writing rail traffic control software with Train Track Computer Systems. I worked on adding new features to the company's existing product for about a year, then led the development of the company's next-generation Windows-based product, starting around the time of the first Windows NT beta in 1992. In fact, this product, called Track Driver Pro, is now used by major railroads such as the Burlington Northern, Norfolk Southern, and Canadian National.

And when did your gaming career begin? Were games always an interest for you?

Well, during my spare time, I developed a number of freeware games and a popular

archive file manager, and the audio streaming code. I was the lead developer on Battle.net and was responsible for most of the design, all of the server-side code, and part of the client-side code.

For something like Diablo or Battle.net, when it's just you, a project idea and a blank monitor, what process do you go through to get from the concept to the finished product?

I always seem to have more ideas than I have time to program them. By the time I get the opportunity to start a new project, I've usually had months to think about how it should work and what features it should have. The first two or three months that I'm working on a project though, I'm usually laying the foundation that I'll build the rest of the program around, things like designing the network model and graphics engine. It's too early at this point to be adding all the cool features you want the game to have, but you still want to keep them all in mind to make sure that the foundation code you're writing will be able to handle everything it will eventually be called upon to do.

The next important stage is tying all the pieces together into a usable program. If may not be pretty or have many features yet, but you want something that you can give to people outside the project team, something they can sit down and play with. That way, you can start to get feedback on what works and what doesn't work at a stage in the project when it's still early enough to do something about it. Finally, once the core of the project is finished, you can add all those great features you've been waiting to add. For a game, this would include things like different characters and monsters, the storyline and the computer AI. This is the part of the project

The Money

According to the Software Publishers Association's

1996 Salary Survey, the average salary is:

Legendary specialist guru: AUD\$100,000+

Senior programmer: AUD\$37,000 - 43,000

Intermediate programmer: AUD\$26,000

The Mind

What knowledge does it take to be a programmer today?

The industry's top programmers have knowledge of all the following technologies:

1. C Language

2. Windows 95

- Development environment and tools

- Direct X

3. Standard Gaming Ideas

- Using Bitmaps and Animation files within a program while attaining the highest frame rate (speed) possible

- Using sound in programs and working with different sound cards

- Using different input (Keyboard/Mouse/Joystick etc.) methods for user interaction with program

- File types, storage, swapping and manipulation techniques

4. 3D Programming Techniques

- 3D Hardware Accelerators

- 3D Engine Building/Management

- Optimizing for speed

5. Interface/Game Design

6. Assembly Language

7. Network

Programming/Communications/Multiplayer Gaming

BNSrv - Microsoft Developer Studio - [U:\...\BNC\BNC_GAME.CPP]

```

void GameProcessServerEvent (HSERVER server,
    DWORD eventtype,
    BYTE commandid,
    LPBYTE data,
    DWORD databytes) {
    switch (eventtype) {
        case EVENT_CONNECT:
            SendServerInformation(server);
            break;

        case EVENT_COMMAND:
            {
                BOOL valid = FALSE;
                switch (commandid) {
                    case GCMD_ADDGAME:
                        if ((valid = ValidateAddGame(data,databytes)) != FALSE)
                            ProcessAddGame(server,data,databytes);
                        break;

                    case GCMD_REMOVEGAME:
                        if ((valid = ValidateRemoveGame(data,databytes)) != FALSE)
                            ProcessRemoveGame(server,data,databytes);
                        break;

                    }
                if (!valid)
                    ServerLogWrite(server,
                        "SERVER-ERROR",
                        "INVALID-GAME-COMMAND, Zu, Zu",
                        commandid,
                        databytes);
            }
            break;

        case EVENT_DISCONNECT:
    }
}

"working on the software which runs on the Battle.net servers.
The code you see is C++, and it's being edited with Microsoft's
Visual C++ compiler"

```

The screenshot shows a Microsoft Developer Studio window with a C++ code editor. The code is for handling events from a game server. It includes logic for connecting clients, sending commands, and processing specific game commands like adding or removing games. A status bar at the bottom indicates the code is being worked on for the Battle.net servers using Visual C++.



that always takes much longer than you thought it would, just because there's always a seemingly infinite number of cool things that you could add to the product if you only had the time.

What are the biggest issues affecting your profession right now?

I think the biggest issue that's affecting the gaming industry today is the growing popularity of multiplayer games. It really changes all the rules about how games are made.

How so?

Well, not too long ago, people played games like they read a book. They bought the game, played it from beginning to end, and then put it on a shelf. Today, gamers expect replayability from the games they buy. They want to play a game against many different opponents, both locally and over the Internet, learning new strategies each time they play. They want to be able to download new scenarios and add-ons so the game stays fresh. They want to compete in tournaments and ladders. As multiplayer gaming becomes more and

more popular, I think that those games that are able to provide this depth of play experience are the ones that will do well in the stores.

The fact that gamers can get so much replayability out of a single game means that they will tend to buy fewer total games, so the gaming industry will become more and more hits-based. It will be in the best interest of gaming companies to put a lot of effort into a few big titles, rather than putting a little effort into each of many smaller titles. For this reason, I think we will see a trend of bigger development teams, bigger budgets, and much more ambitious projects.

Also, the growing popularity of multiplayer gaming means that it's going to become increasingly important for companies to find ways to prevent cheating. When people cheated in single-player games, they were only ruining the game for themselves. But today, a cheater can ruin the game for everyone. So far cheating has only really affected a handful of very popular multiplayer games, but I think a year from now the problem of cheating is going to be on the minds of every game developer in the industry. It's not an easy problem to solve. Here at Blizzard, we've been putting a lot of effort into developing new fundamental technologies that we can build future games around to make those games cheat-proof.

From the multiplayer standpoint, what was the biggest challenge in creating Battle.net?

Certainly one challenge was just to convince people at Blizzard that we could do it. Committing ourselves in early 1996 to build a new Internet gaming service from scratch, run it for free no matter how big it got, and have it ready in time for the release of Diablo was a daunting task. Fortunately, everyone at Blizzard is a hard-core gamer, and when we thought about how cool it would be to play Diablo over the Internet on a free service like Battle.net, we just couldn't resist building it.

In terms of programming Battle.net, the biggest chal-



VFX 1
H-E-A-D-G-E-A-R

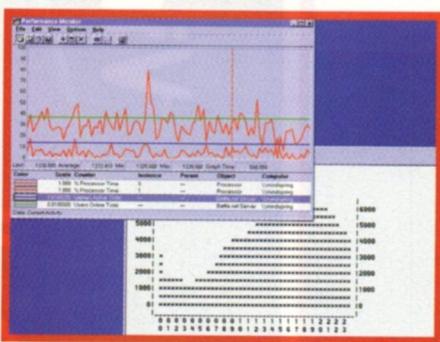
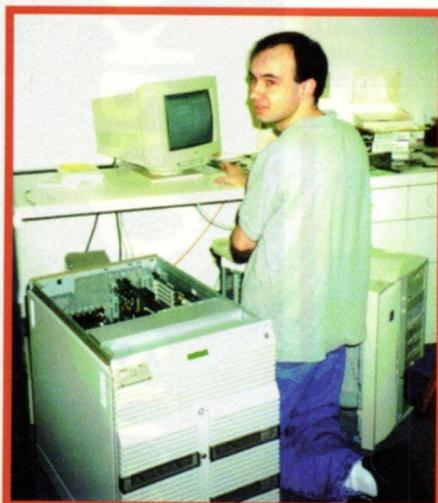
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(top) Mike with the Battle.net server
(below) "remotely monitoring one of the Battle.net servers. The window on the top left has a graph showing how busy the server is, and how many users and games are running at that time. The window on the bottom right contains a recent daily log file, which includes a chart of usage throughout the day"

lence was making it scalable. When we were building Battle.net, we figured it would probably have around 100,000 users total with a few thousand of them logged on at any given time. We also thought that, at the rate the

capacity of the system by increasing the number of servers. Also, we can put servers in many different countries so that people around the world can all have a fast connection to Battle.net.

At the rate that the Internet and technology evolves, does it ever feel kind of nerve-wracking that what you learn and master today will be old news in a year?

It can be nerve-wracking, but it can also be very exciting. The rate of innovation today is about as fast as I've ever seen it. Just in the last three years, we've seen the widespread adoption of CD-ROM, Windows 95, Direct X, 3D graphics and the Internet. All of these open the door to do things with games that you just couldn't do before. I think there are tremendous opportunities today for those companies that can figure out how to make the most compelling use of all this new technology.

Why should someone want to be a programmer in the games industry more than anything else?

I think that programming is the purest form of creation. When you design real-world objects, you're limited by cost constraints and by the laws of physics. But when you program a computer, you can make it do anything that you can imagine. Also, programming is always new and interesting, not only because of the rate of technological innovation but also because you never do the same thing twice. If you find yourself programming something that you've already written before, you just encapsulate the old code in a function and have both programs call the same function.

I love programming, and the gaming industry is by far the most exciting place to be programming. The rate of change is fantastic. Every year we release a new game which makes last year's game look pathetic by comparison. Also, the gaming industry is the one

If you're the type of programmer who will reverse engineer an operating system or library call to figure out how it works, and then write your own version that does the same thing but much faster, then you'd make a great game programmer.

If someone wants to get into this field and has that minimum, what's the best way to do it?

I think that the best way to get hired by a game company is to write your own games in your spare time. Give copies to your friends, or post your games on the Internet. Once your games get good enough that you find people are playing them and having fun, send them along with your resume to your favorite game company. At Blizzard, we get a lot of job applications, but the ones that are accompanied by sample games are the ones that really impress us.

What if someone's interested in programming, but doesn't know enough code or design to write their own game?

Well, you can learn how to program in school, but you can only get good at programming by doing it. Program as often as you can. If you haven't stayed up all night before because you just couldn't go to bed until you got your program working, then you're not really a programmer yet.

Michael's Hit List:

Java: Java is a relatively new language which is not yet widely used for computer games. It is similar to C++, but much cleaner and simpler. While C++ forces programmers to deal with difficult concepts like pointers in order to write even a simple program, Java takes care of much of the complexity and tedium behind the scenes. This makes Java an excellent language to learn to program in. Furthermore, Java is rapidly growing in popularity, so a few years from now it may be an essential skill for any game programmer.

C++: The vast majority of commercial software being developed today is written in C++. Professional programmers appreciate C++ for its flexibility and efficiency, and for the high quality of the available C++ compilers. The major drawback to C++ is that it has evolved over many years into a very big and complicated language, so it is not a good choice for a first language to learn. Still, if you want to get a job as a professional game programmer, you will need to know this language.

Assembly: Assembly language is the closest thing to programming in the computer's native tongue. There was a time when computer games were written almost exclusively in assembly language. However, today it's used only for the most speed-critical parts of the program, such as screen updates. Although you won't find yourself using it too often, it is still an important language to know if you want your games to run fast.

"the gaming industry is the one of the few places left where writing good, highly optimized code still matters"

Internet was growing, Battle.net could potentially double in size every six months for the foreseeable future. In fact, it's grown faster than that. Building a system with that kind of capacity is no small undertaking.

One thing we did to increase the capacity of the system was to design it from the ground up to run on multiprocessor servers. It takes a disciplined approach to write this type of program, because in order to get optimal performance, you have to make sure that any two parts of the program can be running at exactly the same time, on different processors in the same system, without conflicting with each other.

Another thing we did to make Battle.net scalable was to distribute it across multiple servers. Each server constantly communicates with other servers around the world, so that they can work together to provide one seamless environment to all users on Battle.net. Regardless of what server a user is connected to, he can join any game and chat in any chat channel. Because Battle.net is distributed across many servers, we can easily increase

of the few places left where writing good, highly optimized code still matters. If you're writing a normal application like a word processor or spreadsheet, your primary concern is to add as many features as possible in as little time as possible. If your program runs a little slow or uses up a little too much memory, people will forgive it. But in the gaming industry, a good frame rate can make or break a game, so spending the extra time it takes to carefully craft highly optimized code is definitely still worth it.

In your opinion, what are the minimum qualifications for entering this industry?

First of all, you have to love to play computer games. That's the most important thing. Writing games isn't just about making them work, it's about making them fun to play, and only someone who loves to play games will be able to do that.

Beyond that, I think that in order to do well at programming computer games, you need to have a passion for writing optimized code.

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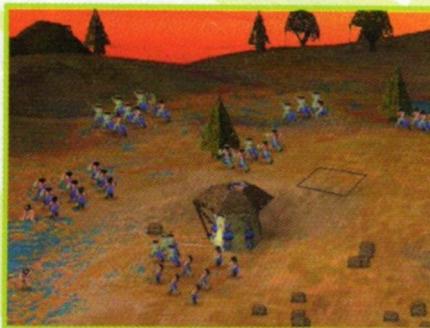
BULLFROG

the inside story

by derek dela fuente



Populous 3 (full preview on page 50)



Bullfrog games. Certainly, if *Populous 3* is anything to go on, this could end up being one of the biggest games to date.

Around the table were: Alan Wright (AW), Lead programmer/Project Leader on *Populous 3: The Third coming*, Richard Read (RR), Project Leader/ Voidstar, Glenn Corpes (GC1), Project Leader/Engine Programmer, Paul McLaughlin (PM), Head of Art, Gary Carr (GC), Project Leader - THEME Team, Alex Peters (AP), Dungeon Keeper Lead Programmer, Simon Carter (SC), Project Leader, Ogle (game working on) Programmer and David Wilson (DW), PR, Bullfrog and EA Europe.

When Peter Molyneux left Bullfrog it was thought that this company would lose its impetus - its guiding light. Peter had always been the figure-head of the company and many believe he was the inspiration behind every Bullfrog game. This is certainly not the case, although it was via his game designs that the Bullfrog name was built up. It appears that many of the recent successful Bullfrog games have had hardly any input from Peter and that comes direct from the people at Bullfrog. Now he has gone to build up another successful development team you may believe that Bullfrog, who are backed by EA, are merely utilising the name to see a catalogue of games due for release over the next few years riding off his success. Bullfrog have a staff of over 90 people and I sat down with a collection of project leaders to find out what is going on at Bullfrog. I came away with a healthy view of Bullfrog and some myths shot down! Although the conversation was forthright and people were at pains to point out their respect for Peter, it did seem that too much emphasis had been placed on the media's perception of Peter and that the background staff were the true essence of the more recent successful

How is the infrastructure of Bullfrog run?

(GC) Everyone is under the wrong illusion that Peter Molyneux was running everything, this is not true, it was only his own project and there was always more than just his title under development at any one time.

(GC1) The teams are completely autonomous, exactly as they always were, they are run by project leaders, all the teams are independent of each other, of course there is shared resources but this is kept to the minimum and Les Edgar, who has been with Bullfrog as long as Peter was, is still here running the business.

So have things changed since Peter left?

(RR) The way things start are different. Before, Peter would come up with some ideas...

(GC1) Hey, that's not true, that is only for half of the projects.

(RR) Agreed, it is now the teams and the leaders that decide what we should do. Things over the last 4 years have changed.



(l to r) **Paul McLaughlin** - Head of Art, **Glenn Corpes** - Project Leader/Engine Programmer, **Alex Peters** - Dungeon Keeper Lead Programmer, **Gary Carr** - Project Leader - THEME Team, **Alan Wright** - Lead programmer/Project Leader on Populous 3:the Third coming, **David Wilson** - PR, Bullfrog and EA Europe, 5 **Richard Read** - Project Leader/ Voidstar, **Simon Carter** - Project Leader Ogle (game working on) Programmer

When we only had one project at a time, then Peter did instigate things but over the last few years we have had many projects up and running.

Syndicate was the first time we had two projects running in parallel and then the things started to move up to 6 projects and at present we are running 5.

People's perception of Bullfrog was very much influenced by Peter, the fact he is not around, do you feel it lessens the ethos of Bullfrog?

(GC) I must confess I am worried about the public's perception of Bullfrog. The fact is that Peter was a brilliant marketing PR person. He had a way with the press and now it is down to us to take that on ourselves but the QUALITY of the games will not change.

Peter was a hands-on person but the teams and project leaders around Peter were always strong. Nothing has really changed. We do not have tyrants as producers, the teams all work collectively. Within Bullfrog, there is no real senior management to call the shots, it is the people, the designers, the artists, etc., who are making the games and that differs from many others developers. We at Bullfrog feel an integral part of the

projects, we actually feel we own the games, there is not a long string of hierarchy on a game, it is a sharing of ideas.

Did you ever feel shackled by Peter?

(GC1) No, because as soon as we started to develop more than one project, Peter did not have any influence over most of the product managers. There was too much going on for him to be everywhere. I was finishing off Magic Carpet whilst he was completing Theme Park and he did not consider Magic Carpet for more than a few hours in that first year. The biggest problem with Peter was this perception thing, in that he got all the credit for games he was not directly involved with. It seem good at the time that Peter fronted the PR and he was the best person for the job but he always got the credit for things, even though he may not have been involved!

A few of us got annoyed at it, but it was the best thing at the time but now it has come back to bite us on the ass.

There were a few cases where Peter wanted a game out and we maybe did not have the same enthusiasm for it as he did, like High Octane. He could have pulled the plug on any of us at anytime but he didn't.

Why do you think Peter set up again?

(EA) That is not up to us to say. It is most likely that he had a lot of money and he did not see why he had to work for someone else. (collective) He liked programming and not management and he was always involved in a game. He is more of a cottage style industry as opposed to white collar. We are sure he will be a success and it is the right move for him. Bullfrog will continue to grow. Look at us, there are approaching 90 people here, how can one man be in charge of us all?

So as Peter has quoted in a mag, a large dossier of game designs were left here?

(Collective laughter from the whole team!!!) That is a complete myth and it was not very nice of him to say that. It was slightly offensive to suggest that game engines and designs were left here. There is nothing here left to do with Peter. I am working on Ogle. Dungeon Keeper 2, yes is a Peter idea but we have had to create the game. The next theme game has nothing to do with Peter.

(AW) Possibly the reason why Bullfrog were so high profile was that Peter loved the press and the press loved Peter and he would go into great detail about games some of which were only ideas. We cannot do that but the games will talk for themselves plus now every project manager will be able to give the press all the inside information they require and we hope the media will take us up on this offer.

(SC) There is sometimes a problem in that you can be too early in talking about a game. Theme Hospital got slated because it was around for such a long time but it wasn't. There was too much talk about the game before the engine was even written and even mock up screen shots supplied to the mags before any coding was under way. This will not happen with the new set-up. The same problem applied to Dungeon Keeper.

Do you feel stifled?

(DW) None of the team feel in any way slighted by Peter and it is strange that the only reference to this comes from Peter in an interview where he says that it is now that a lot of talented people at Bullfrog will be in the lime-light and get the attention they deserve.

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Formula 1 by Eidos



Real-life racing team McLaren have had involvement in the car handling design



With Grand Prix 2 still regarded as the best F1 racing sim, the competition looks to finally hot up at the end of the summer when Lahkhor enter the fray with their own F1 sim. With the aid of McLaren this could be the next generation in terms of technology and gameplay. Derek dela Fuente visited the French company and compiled this report on this exciting release.

In the beginning

The project started in Q1 1996. The first months were devoted to game specifications, game design and 3D engine research. The development team was put together in July 1996 and the number of people working on the F1 project varied from 8 to 13, half artists and half programmers. An equivalent of 2.5 programmers have been mainly working on tools. But all have been programming parts of the game.

The concept and objectives

Lahkhor has developed successful racing games in the past and have gained a good understanding of what ingredients need to be there, and what has been missing so far.

In order to maintain performance, most 3D racing games clip objects after a limited distance (300 to 500 meters) and limit the 3D modelling to the



17 Grand Prix tracks all built from scratch in minute detail, with more polygons than ever

track and the near track sides. Lahkhor's approach was not to limit at all the complexity of the models. They started from actual large size circuits maps and using as much documentation as possible (video, photographs), modelled things to the uppermost detail. The only limit they had was time. Creating a circuit from scratch is months of work and there are 17 Grand Prix championship tracks!

Some numbers: It's got the look!

The whole circuit areas are modelled and textured and they vary from 15,000 to 20,000 polygons.

Each of the 13 cars has 7 models, from the closest and more complex to the simplest when the car is far away. The most complex has 1000 polygons. It is used not only in the garage or showroom but in the race.

Some peak rendering situations involve more than 15000 polygons in one frame, with a clipping distance close to one mile. These situations are those where the X3D engine features are at work to optimise the rendering

and maintain an acceptable and balanced performance.

This realism factor/orientation allows for new camera views (helicopter fly over, helicopter view, free camera) that takes the player away from a narrow and limited track environment to an open landscape, non limited vision.

No more bitmaps

The cockpit is no longer a front bitmap used to reduce the size of the rendering window. The cockpits belong to the car models. Changing view from the inside view with cockpit information to an outside view is a smooth movement of the camera.

Engine and car physics

They have put as much of the engine data and car physics as possible and this has been provided by McLaren engineers.

The cars model:

- dimensions
- performance of cars based on 1995 data. It can be modified.
- choice of tyres with different grip factors
- brake balance
- set-up of front and rear wings
- set-up of front and rear suspension
- gas level
- gear/shift ration set-up

Each circuit is defined by a specific grip and an abrasiveness



and defaults settings for each of the situation (qualification/sunny, qualification/rainy, race-warm-up/sunny, race-warm-up/rainy).

The player is able to play with the default settings or maintain/improve over time his/her own set of settings for each situation of each circuit.

To some extend, they have characterised drivers with their known driving skills, creativity, fighting spirit etc. Therefore, identical cars with the same settings do behave differently in the race.

The car physics are realistic and a fair model of an F1 in a video game environment. The programmers do not decide on any sliding or loose of control, the model does. There, McLaren support was crucial. Good documentation was available to put that model into tables, etc.

The tracks

With the FIA licence, Lankhor were able to get some tracks directly from circuits (6), they got others with the help of McLaren. One of them (Brazil) has been recreated from documentation and video. They also went to several European circuits to take photographs, videos (Monaco, Spa, Magny-cours). They also have a lot of F1 documentation with overhead views of the tracks.

The circuits were designed flat in 3D Studio. Then a tool that elevated the whole lot from topographical data both on the track and on outside the track was used. The 3D mesh was completed and then transferred to the proprietary tool for texturing.

3D cards

The release will include a software only version (X3D engine), a 3Dfx version, a Power VR ver-



**Authentic teams and markings
(except for the masses of cigarette
and beer advertising, of course)**

sion. Mystique and Verité are also been worked at.

The hard bit: AI

The hardest part of making a sim racing game is definitely the AI for the drivers. Making them react as F1 drivers is not easy. Lankhor had coded successively several versions of the AI engine. The first engine, back in September 96 was quite comprehensive, each driver was anticipating very nicely, and taking decisions based on a constantly updated appreciation of the situation. But it was taking so many computer resources that the game speed was highly impacted. Lankhor say they will wait for the next generation of computers. Used now is a much more traditional solution.

Frame rate is key for the driving experience and this was an aspect that was worked on in detail.

In terms of the driver AI, Alesi is very aggressive, whilst Hill is less forceful and Schumacher tends to break later at corners. It is all taken into account. By default cars have the performance of the 1995 season. But this can be changed (randomly or specifically) by the player. Drivers have realistic skills (driving, reaction time, aggressiveness).

LARA CROFT

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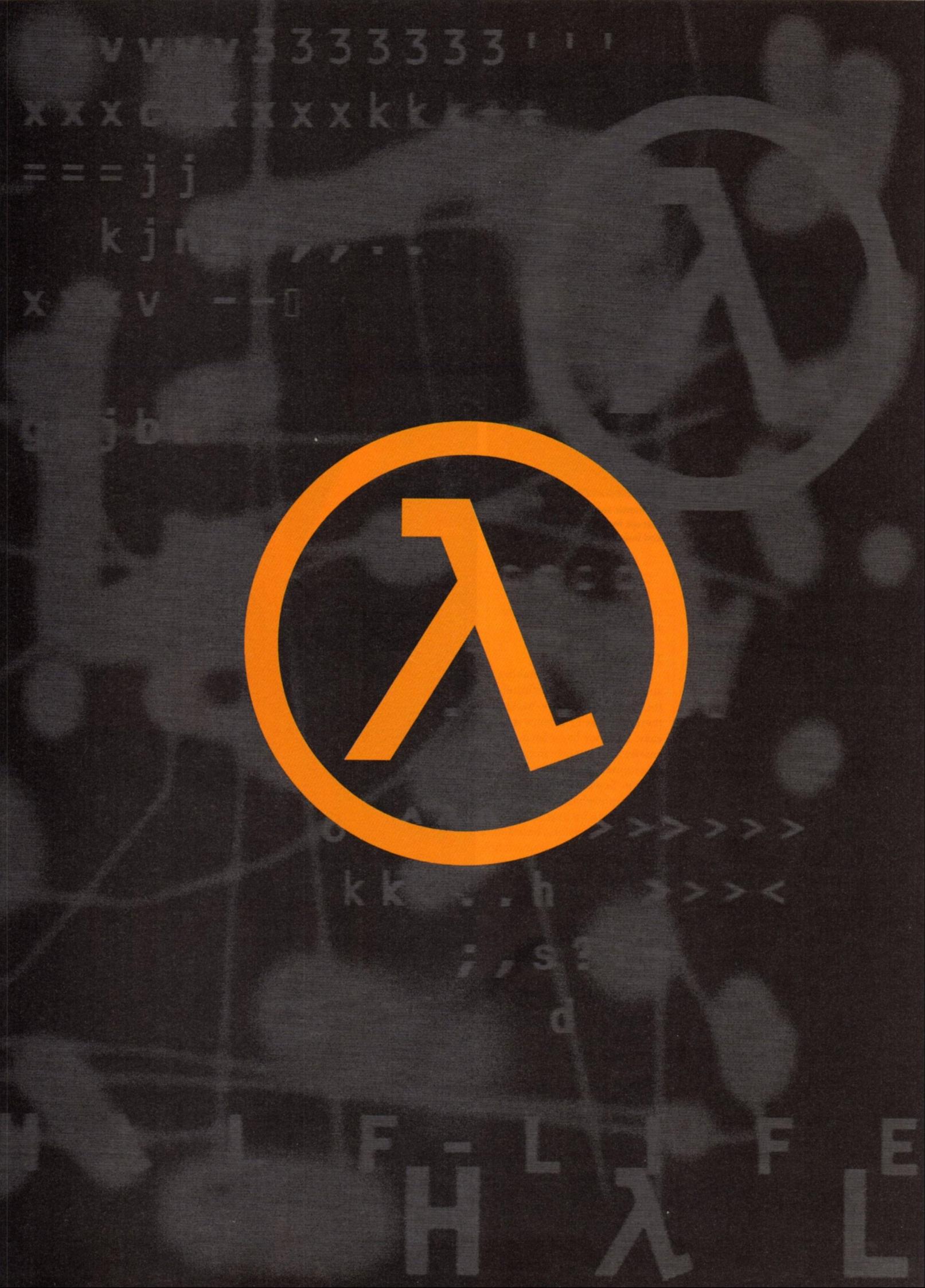
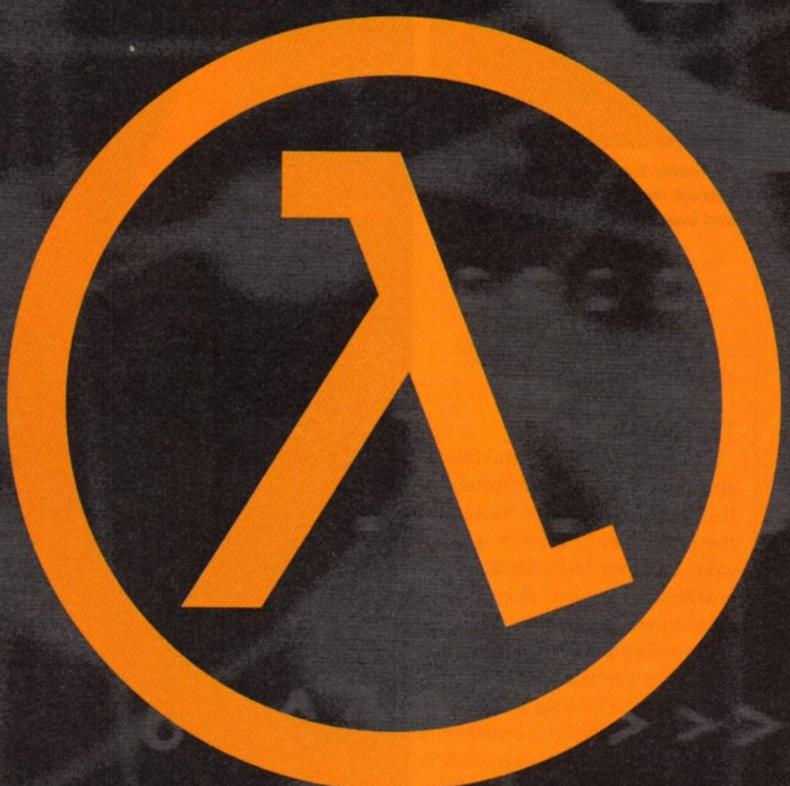
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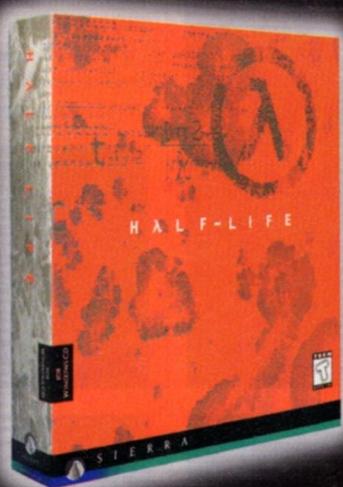
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CLASSIFICATION
TBA



GET A LIFE
GET HALF-LIFE
COMING SOON



DEVELOPED BY
VALVE

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Dark Earth

Category	Adventure
Players	1
Publisher	Microprose
Available	Christmas

At the start of the third millennium, according to Kalisto, a gigantic comet will pass very close to the Earth. This comet, while not hitting our little planet directly, will spew out thousands of fragments of hot burning death, covering Earth with countless catastrophes until our atmosphere becomes nothing but a cloud of thick black dust and cold, cold winds. They're an optimistic lot game designers aren't they?

Yet even in this bleak future of invisible poison clouds and deformed night creatures there is hope. Hope in the form of the Stallites - fortified cities built by the survivors of the cataclysm. The Stallites are places of refuge from the bleakness, lit by miraculous shafts of sunlight that pierce the gloom, and populated by people that worship the Sun as their saviour and life bringer.

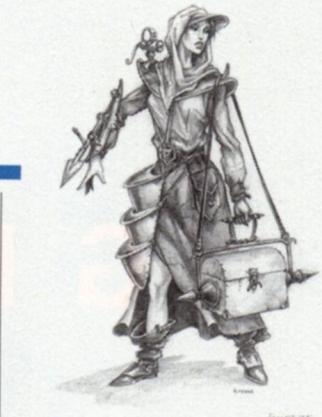
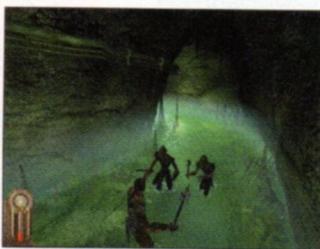
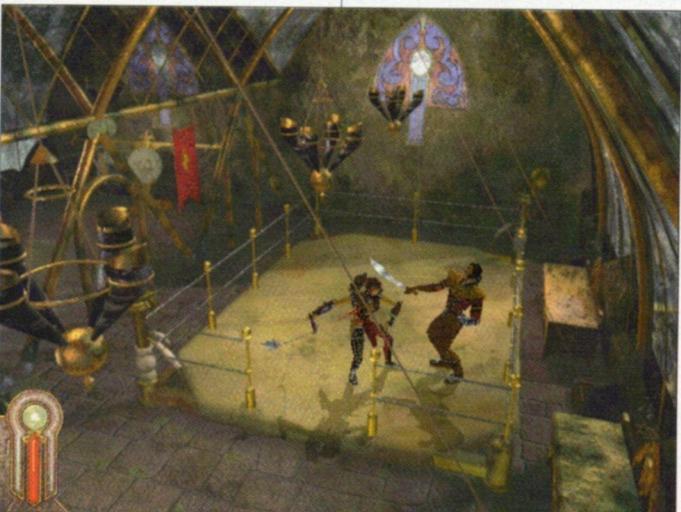


Into this world comes Arkhan (fanfare please) a young man of Stallite Sparta. Though born to the Sunseers (the religious order that rules Sparta) he is just a regular Spartan. Arkhan has also fallen in love (ohhh) with a woman of a lower caste, the Scavengers, and so has joined the Guardians of Fire to make a life for the two of them. Arkhan is soon poisoned during an altercation while guard-

ing The Great Temple and his quest begins to find a cure.

Dark Earth is one of the most intricately realised and atmospheric games ever devised. After just a brief play it was obvious that Kalisto and Microprose are onto something big here. The printed material that comes with the package paints a compelling picture of the game and of our future and does it in a way that any fantasy writer would be proud of. Here is a world created with great care, imagination and attention to detail, playing Dark Earth is like being part of an interactive novel, a truly interactive novel!

The mechanics of the game engine, as you can see from the grabs, are a bit like a cross



A huge, detailed world with lovely attention to detail to the intricacies that make adventure games great

between Tomb Raider and the Alone In the Dark games, but your character has a much wider range of movements and is part of a far more complex and detailed world. There are over one hundred NPC's to interact with, 260 rendered locations, 5000 animations, 5 hours of spoken dialogue, 800 sound effects and all this in 640 X 480 resolution in 32k colours!

Tomb Raider fans after a bit more action and adventure will have kittens when they get their hands on this! Not only is it a phenomenal adventure but your character has a full range of fighting moves and weapons, enough to make me say that if the developers plucked out the combat elements it wouldn't take much effort for them to turn into a 3D fighting game!

All the backgrounds are rendered art, which the developers chose over 3D because of the extra richness and detail it allowed. It also means that they didn't have to worry about 3D card support. Because the computer is only animating the characters, not the entire screen, Dark Earth will play fluidly on a modest Pentium system which should please a lot of people out there too.



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The battle of the mech games is hotting up. In the blue corner we have MechWarrior III, and in the red corner, we have EarthSiege 3. Both promise excellence, and both designers of the game have gone back to the drawing board to bring us the greatest mech-sim game out there. With both games coming out roughly at the same time, we've gotten an interesting struggle for supremacy in the mech combat genre. MechWarrior III holds the FASA license, while EarthSiege is being developed by those that started the industry 10 years ago. Both developers naturally, are extremely competitive and have been slaving over their title for a good time now and are almost ready to unleash them on the gaming world. Here's a look at what both have to offer:

EarthSiege 3: Future Wars



The sinister Cybrids, who aren't big fans of that whole "goose that laid the golden egg" thing



Category	Mech-Sim
Players	1-TBA
Publisher	Sierra / Dynamix
Available	Early '98

Dynamix have decided to go the heavy story line route with EarthSiege 3. Good move too - as we all want a good reason as to

why we're blowing things to all hell. Don't worry though, unnecessary game movies and the like won't be seen (a la Wing Commander 3 and 4), as Dynamix promise this is a going to be an intense game of war and intrigue. The game tells of the war between the humans and the Cybrids (AI entities that developed an awareness and decided that the humans that created them were not worth the organic bother). A rebel band of freedom fighters are also part of the story. The thing is, you'll get to play the

game from all three angles! As either the humans, the Cybrids or the rebels, the game will offer different kinds of play - including different hercs for the differing technologies. The promise list for EarthSiege 3 is rather impressive. Trying to avoid the whole "Barren, boring and flat" landscapes that

seem to make up games of this type - Future wars is set all over the place. Not only do you get varied environments like moons, planets and asteroids, EarthSiege 3 is also set in both outdoor and indoor environments. You'll get to play by either land, sea or air. Remember those flying Cybrids in ES2? Now you can attack from air too! There are over 45 missions, and over 40 fully configurable vehicles - and a further 50 weapons and components to play with. Multiplayer support is also in there. The look of these machines are awesome - the cybrids especially look dark and sinister.

Dynamix claim that without a 3D accelerator (which will be utilized by the game anyway), EarthSiege 3 will still look great and run smoothly. With Mechwarrior III looking great and with the bonus of the official FASA license, EarthSiege 3 has got what it takes to take the king of mech games on, even though it is the underdog.

Mechwarrior 3

Category	Mech-Sim
Players	1-TBA
Publisher	Microprose
Available	Early '98

The most notable thing about Mechwarrior III is that the torch has been passed from Activision to that of Microprose. Though the team is fresh to the genre, they've been working closely with FASA and the creators of the Battle Tech arcade multiplayer game system to ensure the title lives up to the expectations of the many gamers out there (Mechwarrior 2 sold almost a million copies worldwide).

And the biggest advantage Mechwarrior III has over EarthSiege 3 is that it has the official FASA license. Thus, it's based on the whole Battle Tech universe and has a wealth of

characters, story and popularity to fall back on. Story-wise, not much has been released but what we do know is that it's set in the Battle Tech universe and goes a different direction than earlier efforts - scavenging and scouring a war torn world for equipment is not your typical premise.

One feature that brought a big smile to our faces was that players will now be able to call the shots in MW3. You'll be able to decide what you want to hit in a mission, where and how. It'll be interesting to see how this is implemented - for anything to hard will put off a lot of the more action-oriented players out there, and play that doesn't reward clever strategy will disappoint those that invest the time to plan a cunning mission. Still,



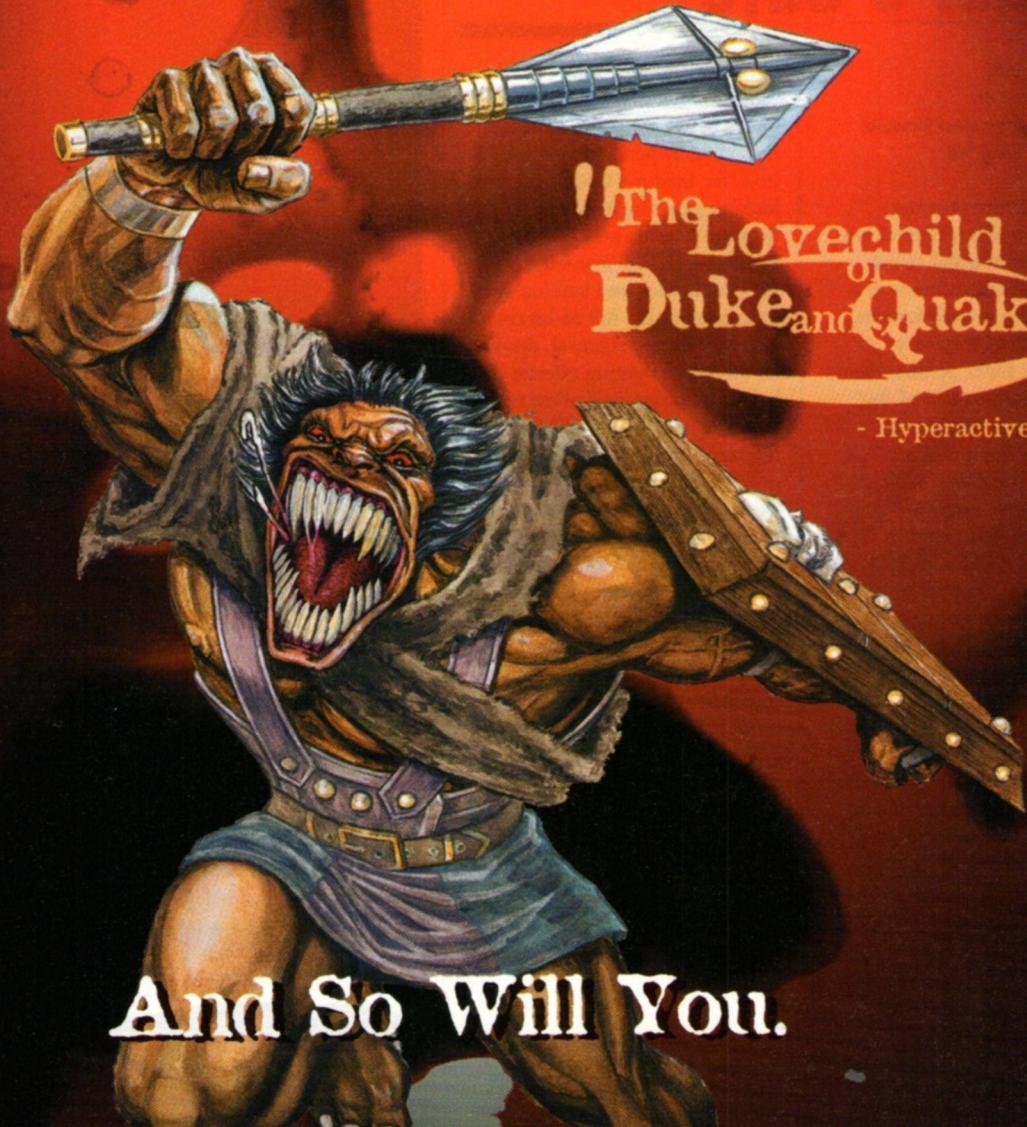
the thought of being able to make those kinds of decisions in the game are more than slightly appealing.

The other thing that will please fans is the ability to customize your mech. Down to parts, colour, and decals! Choose from a library of Battle Tech insignia or create your own decals.

Microprose aren't giving much away at this stage, but MW3 has the pedigree of a champion

Other than that, the graphics of MechWarrior 3 look great. A wide variety of environments to play in and 3D accelerator support is giving MW3 visual appeal. Unlikely to disappoint fans of the series. Review soon.

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Baldur's Gate

Category	RPG
Players	1-TBA
Publisher	Interplay/Bioware
Available	Early '98

The RPG genre is going through a bit of a revival of late, with most substantial efforts being the next instalment in a rather popular or well known series. We have Wizardry, Ultima, The Elder Scrolls, Lands of Lore, to name a few of the most recent (or upcoming) RPG's to hit the market. While the general trend has been to ditch the classic isometric 'top-down' perspective (used in UO and Ultima IX - though UIX will also be fully 3D and allow perspective change) and to go for the more popular first person 3D perspective (seen in the majority of the most recent titles), Baldur's Gate is one of the few RPG's coming out that is going to start a new well known series (add-on packs and a sequel are all ready confirmed) and keep the old school isometric perspec-

tive alive and kicking.

Arguments over which perspective is better are going to have to be settled by personal preference now, for Baldur's Gate is one hot looking game indeed. Using Bioware's totally new BioWave game engine, the isometric perspective is back and looking sexier than ever. Using full 16-bit colour (65536 different colours), dynamic full colour lighting effects, 3D height mapping (will allow realistic travel over terrain - like traversing rocky areas, falling into pits - not just stopping at these obstacles), night and day effects, real-time rain, snow, fog and lightning to name just a few of the visual splendours. Most notably though, Baldur's Gate has done away with the use of tiling (a world made up of particular, and often repetitive, tiles) and gone a fully rendered game world - unique and massive. In fact, Baldur's Gate will be made up of over 10,000 640x480 game screens, and will ship on 5 CD's!

Set in the Advanced Dungeons



Visible & invisible stats. Might even make Mr. Wildgoose happy

and Dragons Forgotten Realms universe, Baldur's Gate aims at complementing complex character development with a rich plot and storyline. Using the entire set of the AD&D rules, Bioware claim that avid fans of AD&D will feel right at home, just as will newcomers to RPG's and

AD&D. This is due to the 'hiding' of the rule system in the game - transparent to the user, or only visible if the player wishes so. Unlike other AD&D CRPG efforts, there will be only one customizable character, however a further five non playing characters will be able to join your party. Combat can be either real-time or turn based.

From all appearance, Baldur's Gate could be the RPG that we've all been waiting for - beautiful visuals, plenty of depth, and plenty of length. Start salivating now!

Jane's F-15

Category	Flight-Sim
Players	1-TBA
Publisher	Janes Simulations
Available	Feb/March

If there was one standout product by Jane's Simulations, it'd have to be Apache Longbow (which also put Jane's Simulations name as a professional flight sim developer on the books). And one of the main reasons behind the success of this game is that it was the brainchild of legend Andy Hollis. All hail Andy Hollis! Flight Sim designer extraordinaire and all round great guy! Well, his work

on MicroProse's infamous F-15 Strike Eagle series has been hotly discussed amongst the flight simmers for years. All the hard core flight sim enthusiasts criticized the game quite venomously, while all others sang praise for the game.

For reasons totally unrelated, Andy Hollis is back at the helm of another flight sim - this time it's the F-15 again! Promising the same level of detail that goes into all other Jane's sims, F-15 looks like it could be the one to satisfy both the hard core freaks and the casual enthusiasts at once. Designed in conjunction

with Jane's military analysts and a bunch of real USAF F-15 pilots, F-15 has been designed with realism (and just a little bit of fun) in mind. For this purpose, there'll be over 2.5 million square miles of south-western Asia to fly over, 2 full battle campaigns to



Andy Hollis takes on the F-15 again, in tandem with Jane's

fly (both based on plausible potential situations), and the precise modelling of the F-15 cockpit, to name but some of the features. There's also multiplayer, the ability to jump in the co-pilot seat, create your own missions with a comprehensive mission builder and one can only hope they provide the online flight tutorial that came with Longbow.

As for the precise modelling of the cockpit, all we can say is HOT! The detail of the cockpit in



F-15 looks a treat (we can't exactly vouch for its realism now, can we?), as does that of the surrounding terrain. No doubt needing the muscle of a 3D accelerator, F-15 may even look as good as it may play. Should be available early next year.





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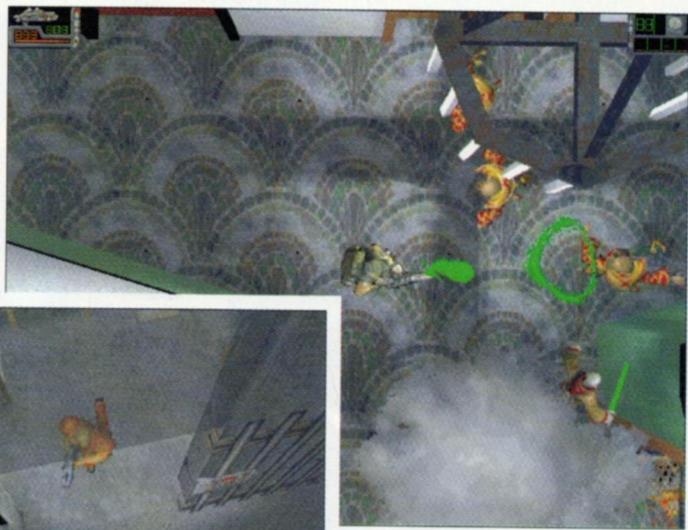


Take No Prisoners

Category	Action/Shooter
Players	1-TBA
Publisher	Raven Software
Available	November

Don't get us wrong. We LOVE first person shooters. From the bleary-eyed conquest of Castle Wolfenstein, the hauntingly evil grin of the Cacodemons in Doom, to the macho speak of Duke Nukem 3D, we love our first person action. And of course, we can't wait for the likes of Quake II. Dammit though! A change is as good as a holiday, variety is the spice of life, yadda yadda - whatever. Just as the virgin territory of the real-time strategy game has been breached, we've got plenty of first person next big thing wannabe's coming our way. Keeping busy with Hexen II, Raven have been busy working on not one, but two action games with a slight twist. A total change in perspective to be more precise. Dropping the first person perspective approach, going with the overhead view and sticking with the basic philosophy of the Doom shooter, Take No Prisoners is set to be the most unconventional Quake killer to emerge in the gaming scene this year. Similar to MageSlayer (which can be associated in theme with Hexen), Take No Prisoners offers just about all that appeals in the first person action genre, with a few twists. First up - more of what made the others so good. 21 weapons, 22 enemies, 22 combat items, and plenty of different locations. 3D accelerator support is also featured. The new perspective offers a less common style of play, and to those thinking a flat one-level environment is what's on offer, think again. TNP has multi-levels with all manner of varying environmental traps and pitfalls. A detailed storyline is also promised, as well as a non linear level structure and various data access points scattered throughout the levels to keep things interesting.

The aspect though that will not only ensure Take No Prisoners' place in most gamers collection but also on the HD drive is the multiplayer side of the game. While the game itself is huge and will offer a great single player romp, Raven have really thought things out with the objectives of playing with other people. To this effect, TNP offers the three well known and traditional modes of multiplay - deathmatch, capture the flag, and co-operative play. Raven came up with another three damn good ideas make multiplay kick. Stockpile is similar to principle of capture the flag, though promote a more offensive and aggressive strategy. The aim is to collect a certain number of crystals that are dropped and counted at the team's base. Crystals



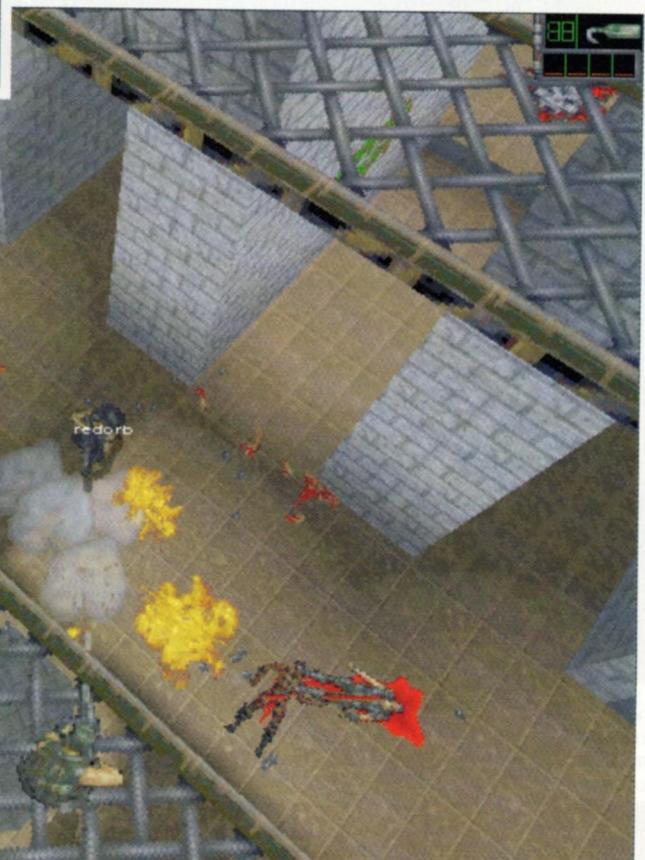
A top down, fast-paced action game? An aging concept, but Take No Prisoners is looking pretty good

can be collected from the environment (and the other base) or players that are carrying them. Arsenal is more accurate test of skill than standard death match. Each player is randomly given six of the 21 weapons available, with the task of making a kill with each weapon once. With the kill, that particular weapon is dropped from the inventory. The

player that gets rid of the weapons first gets a mega-kill. This shifts the skill focus away from the weapon to the strategies used. The final mode, Assassin, is just pure fun. Each player is assigned

another player as their target, with the aim of hunting them down. Rather than promoting a free fall all killing spree, killing a non target in this mode takes away a kill or point - so caution is necessary. The killer is assigned a new player to hunter after a kill.

With cleverly designed levels and multiplayer games to boot, Take No Prisoners looks like being a big hit. It seems to have it where it counts. It'll be curious just to see how well this game will do in a world of first person shooters, and how well gamers will receive this and producers their own enhancements.



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AFL '98

Category	Aussie Rules sim
Players	1-TBA
Publisher	Creative Assembly
Available	December

By the time you read this, the various big name football codes will have finished their seasons already and teams will be off on their end of season trip, wreaking havoc and disgracing themselves wherever they go.

However, as I write the preview for this very impressive looking (and much needed) game, finals fever is in full swing. Next weekend St Kilda meet the Crows in the Grand Final, and it promises to be a magnificent stoush. With the gain in popularity over the past couple of years, AFL has truly become the Australian



All that's needed now is a sim-tribunal... in my version Greg Williams would be banned for life for being a wanker

game, due in no small part to the rape and pillage of the other football codes by the dirty dollar men. They've got the best commentator, in the legendary Bruce McAvaney, the best grounds, and arguably the best spectator sport. But the picture hasn't been complete up until now - there hasn't been a decent AFL computer game. There will be soon.

It's going to come as no surprise that the name behind the game is EA, for they are the king of sports sims, but it will probably surprise (and possibly scare) most people that the game has been developed by an English company. They shouldn't be worried though, it's the same company responsible for the eminently playable ARL '96, and they look to have done a great job with this game too. They've obtained the AFL's permission to use all the players and teams, with accurate stats

to boot. Then there's the graphical look of the game, and it does look fantastic, with all the players movements captured with rotoscoping, and they've even got the umpires nancy boy walking technique down pat too - talk about realism! We haven't had the chance to fully test the gameplay yet, but what we have seen does look awfully impressive, and it looks like finally we may have a decent AFL sim out there for us - yay!

Conquest Earth

Category	Real-time Strategy
Players	1-2
Publisher	Eidos
Available	Dec/Jan

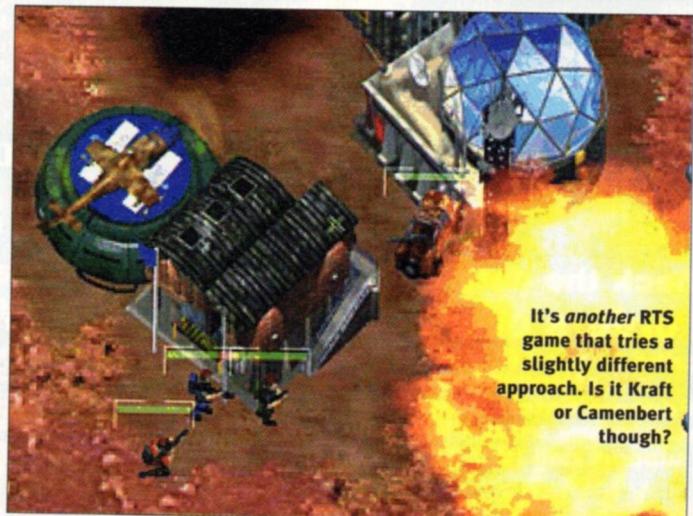
Real time strategy has become the Kraft Singles of gaming genres. Refined, bland, shrink wrapped and tasteless, there are only a few in the current crop that rate a mention. Into this climate of mass market exploitation steps Eidos with Conquest Earth. Knowing that they needed something different in order to stand out from the crowd they have come up with probably the most unique real time strategy game to date.

The underlying story is nothing new, Earth sends mining probe to Jupiter, local residents catch horrible disease from probe, local residents blame humans for sending probe, local residents decide to exterminate humans. Well, wouldn't you? So we have two sides locked in conflict. Eidos' original take on the story though is to provide completely different interfaces and

gameplay styles for the two sides. The alien interface is truly alien, it was to this gamer anyway, which adds nicely to the game's atmosphere.

There are other idiosyncratic game elements too, such as the ability to take over and command individual units, like a top down arcade game! But probably the most unique aspect is the way in which you conduct your campaign. There are no preset missions a-la Red Alert etc. What you have is a map of the globe and warnings as to which areas are under alien attack. You decide where you want to take on the enemy, alien or human. It actually reminds me a lot of the early X-COM games in the way that it works and gives the game a more epic feel, with the world laid out before you.

Conquest Earth has enough innovative features and overall strategic elements to breath new life into the genre and may just hit the spot with gamers sick of the traditional structure of real time strategy games.



It's another RTS game that tries a slightly different approach. Is it Kraft or Camembert though?



Uprising gives new meaning to the concept "You Are There".

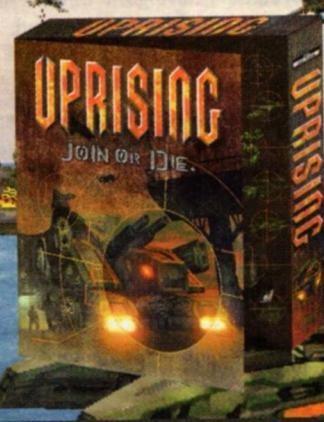
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Populous: The Third Coming

Category	Strategy
Players	1-TBA
Publisher	Bullfrog/EA
Available	December

If you go back a good 4 years you may remember the release of Populous, the game that really brought Bullfrog to prominence. It was a massive success all around the world and was followed up with a sequel that did equally well. This, the third instalment, is by far the most impressive looking of all the games.

New and old

There are similarities to the original Populous and there are differences. The similarities are that you still play a God and you have a whole range of spells that will effect the land and the enemies. You still have the simple objective of wiping out the computer player Gods and the way you do that is similar, in that you have to build up your forces and settlements, expand and when you think you are strong enough go in and attack. Still predominant is a leader, and manna for using spells. The differences are that unlike in the original game you had thousands of levels and each level was computer generated, what we have decided to do is set Populous 3 over a finite number of levels - 30 in all. Instead of the computer purely generating the levels, we have done this but then level designers have gone into them and tweaked the terrains and carefully choreographed them to make for a better game.



Polygon everything, but with the legendary Populous gameplay



A view to thrill

In Pop/2 you never directly controlled your followers, you influenced them. Now you have more control. The original isometric set view has been changed to a full rotational 3D display. It is unique in that it has a curved horizon, so unlike other 3D games where you get fog in the background and mountains, etc. appear from it as you move closer, with Populous 3 you simply roll over the horizon which gives it a more dramatic look and feel.

In control

In terms of gameplay, there is a new type of person with-

in Populous 3 which we call the 'wild people'. The wild people are completely wild and run around the landscape looking for water to drink and food to eat. The other type of people you will find are the blues

(human player) and reds (computer controlled). You control your own followers. In order to expand your army and to get big enough to attack the computer's army, you will have to use your Shaman, to convert the wild people. She will go into a special trance and preach to them and they will then be converted onto your side.

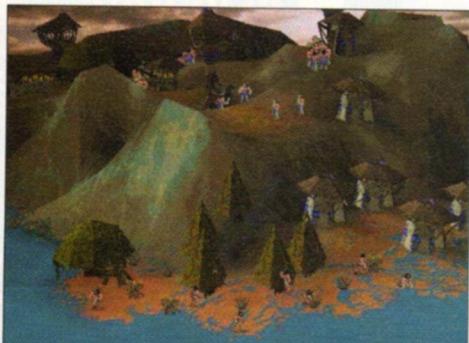
Building - In control

There are many types of buildings. A drum tower will attract the wild people, so the bigger the settlement and the more buildings around your drum tower will attract more wild people, then you can call the Shaman and convert them in order to expand easily. A warrior hut will of course house war-

riors and this is where you will send people to be trained as warriors, who have the extra ability to fight, an essential ingredient when you do battle. At any time you can click on any building and a superimposed menu will appear informing how many people are either working, living inside the building, or even how many trees it has taken to build it. Right click on a person and you find out what they are up to. Initially you begin a level with just your Shaman and original people, called braves.

A.I.

The artificial intelligence in the game is very sophisticated and Bullfrog believe this alone could be marked as a tool and they are bold enough to state it is the best AI they have seen within a game. The AI is driven by an editor where the programmer can tweak a variety of difficulty factors which make the default characteristics but additionally there are scripts that are written and placed in the program to cater for any and every eventuality that may come up. This ensures that the game will make sensible moves.



Bullfrog are confident the A.I. is the best ever

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DAYTONA USA DELUXE

Category Racing
Players 1-8
Publisher Sega Entertainment
Available November



Another Sega PC title getting the top quality treatment it deserves the SECOND time round. Well, better late than never. The question is though, how exciting can you make an arcade game where you drive around a fairly boring track and occasionally spin out? USA Deluxe lays down improved graphics, 5 new high-res courses, multiplayer capability, force feedback support and a nicer racing engine. It looks like it may be a bit of a winner, and compared to the last effort, it can't be much worse. Maybe we'll finally get to enjoy American stock car racing!

REDGUARD

Category Action/Adventure
Players 1
Publisher Bethesda Softworks
Available November



Redguard is set in Bethesda's "Elder Scroll" series, Tamriel to be precise, though the feel of this Elder Scrolls game is much less medieval than Arena and Daggerfall games. This title has a definite pirate feel - swashbucklers, cutlasses and cheesy "ahoy-there-mateys" should abound. However, this is not a full blown RPG that Daggerfall was, rather, an action adventure that borrows from Tomb Raider and Alone in the Dark. The protagonist becomes involved in a story and plot that sounds captivating, with the adventure bits broken by straight out combat to keep things fun. Looking very promising.

SONIC 3D BLAST

Category Action
Players 1
Publisher Sega Entertainment
Available December



Unlike Virtua Fighter and the racing games (Daytona and Sega Rally) released by Sega Entertainment, Sonic Blast 3D doesn't seem to make as much sense as a glorified PC release. Why? Sonic 3D Blast on the Saturn wasn't exactly worth prancing home about, and as a PC port, there's little new and noteworthy to start shouting to the heavens about. 3D Blast is actually one of the more recent Sonic titles to break from the platforming tradition, and may be tickle the fancy of quite a few of you out there.

WORLD FOOTBALL

Category Sports
Players 1-TBA
Publisher Ubisoft
Available November

Joy! Another football sim for the PC, this time from France for variety's sake. We've seen an alpha, and while it did need a few tweaks and refine-



ments, it did look pretty damn good. The animations aren't quite as big as EA's FIFA standard, but they moved extremely well, smoothly and beautifully. As far as gameplay goes, it's not really fair to judge at this early stage, but the controls are fairly simple - shoot, pass and special, and it's looking much more like an arcade style game rather than a full on sim. However, there are plenty of modes to play in (Tournaments, regular seasons, and so on), and heaps of teams to choose from - including three from Australia! Initial impressions for World Football are good, but we'll have to wait and see the final product...

TENTH PLANET

Category Action/Strategy
Players 1-TBA
Publisher Bethesda
Available Christmas



The 10th Planet was originally being co-developed by Centropolis - the creators of the film Independence Day. Their joint vision was an action game with strategy and an awesome storyline. Due to film commitments, Centropolis backed out and left the honour of finishing the game to Bethesda. Well, after an indefinite delay period, it's finally on its way out! Comprising of 3D action space combat not unlike Wing Commander or X-Wing. Customizing your space ships is a primary feature, as well as tinkering with them and running your own course in the game - non-linear gameplay. Sound like a better version of Privateer? It does a little to us. Full review soon.

SKI RACING

Category Sports
Players 1-TBA
Publisher Sierra On-line
Available November



Front Page Sports Football, Baseball, Golf, even Trophy Bass (fishing), now add Skiing to the list! Going straight past the likely choice of Basketball as the next sports sim in the famous FPS line, you can now shush down ski slopes in the latest of winter fashion. Literally. In true FPS fashion, almost every factor that may affect the way you ski (however trivial or insignificant) is included. Choose your brand name goggles, poles skis, etc before hitting four accurately modelled American ski fields. As well as multiple gameplay options (including multiplayer), this game is actually looking pretty good.

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THE FIFTH ELEMENT

Category Action/Adventure
Players 1
Publisher Kalisto
Available Early 98



The Fifth Element was another one of those block buster Hollywood special effects bonanza's that's beauty was skin deep. Give us more skin deep if it looks this good! Well, thankfully the film's licensers shopped around a bit and chose some one a little more up to the task. Kalisto, developers of Dark Earth, are going to weave their magic with this one. Spanning over 15 levels, this 3D action adventure plays from either Korben Dallas' or Leeloo's perspective, on the quest to find the four elements. Puzzle solving and life taking will also be required.

GROUND EFFECT

Category Racing/Sports
Players 1-TBA
Publisher Angel Studios
Available Feb 98



It's about bloody time that there was a hovercraft racing sim out there for us to go crazy with. The whole idea of being propelled on a cushion air seems to have universal appeal. Not only that, but it makes a great kind of racing game too. Gone are the traditional and familiar physics of a road based racer, or even a straight water based racer, as the hovercraft is an interesting mode of transportation altogether. The development team spent a lot of time with hovercraft enthusiasts to get the feel of the thing just right. With 3D accelerator support, this is looking good.

CYBERSTORM 2: CORP WARS

Category Real time strategy
Players 1-TBA
Publisher Sierra
Available Xmas



The first CyberStorm was loved by many - one of the few techy and easy to get into turn based strategy games to grace the market. In a totally non-surprising marketing move, CyberStorm 2 will now be real time. No doubt many of you out there will be disappointed with this move (as we are), and Sierra is sticking by there guns. Planned for this sequel are more units, more upgrades, nicer graphics, friendlier multiplay and new terrain. Gone is the hex based movement, as are some of the micro management aspects like shield levels for example.

MAGIC: THE GATHERING Expansion Packs

Category Sports
Players 1-TBA
Publisher Ubisoft
Available November

The Magic the Gathering computer game has had its appeal, and if sales are anything to go by, people



are buying it by the box load. For this reason, Microprose have to expansion sets coming our way. The first will feature 100 new rare digital cards from the Unlimited Edition, Arabian Nights and Antiquities trading sets, a new sealed deck generator, and 60 new premade decks. The second pack will include over 200 hundred new cards, as well as a multiplayer option via LAN, modem, serial or internet connections. The main drawcards of these two packs seems to be the inclusion of rare cards not reprinted since 1993. Those that love their Magic, and love the computer game will love this.

REFLUX

Category Strategy
Players 1-TBA
Publisher Metropolis
Available Xmas



Reflux is one of very few game coming out of the good old eastern bloc, and experience there is limited. Polish developers Metropolis (experienced) care not, for this is one game that they're very proud to show off. It's yet another real time strategy game to add to the list. However, this one stands out for one particular reasons. The units (sort of robot/cyborg creations) controlled are created by the player, from a choice of three areas. Legs, bodies and an extra module. With eight different legs and bodies, and 8 extra's, you can create a total of 512 different units. The game will reward careful and intelligent force creation, and calls for plenty of experimentation. Looking great!

WORMS 2

Category Strategy
Players 1-8
Publisher Microprose
Available November



Worms is back and this time, we're getting a larger dose of manic cuteness. The object of the game is to guide your worms around the screen and destroy all the other worms in a gleeful manner. The sequel boasts more weapons (60 of them), more detailed SVGA graphics, new character animations and multiplay over the internet. With another 7 players, you can lead your team against others through the randomly generated terrain to victory. If the sequel is as addictive as the original worms, then we could all be in a bit of trouble.

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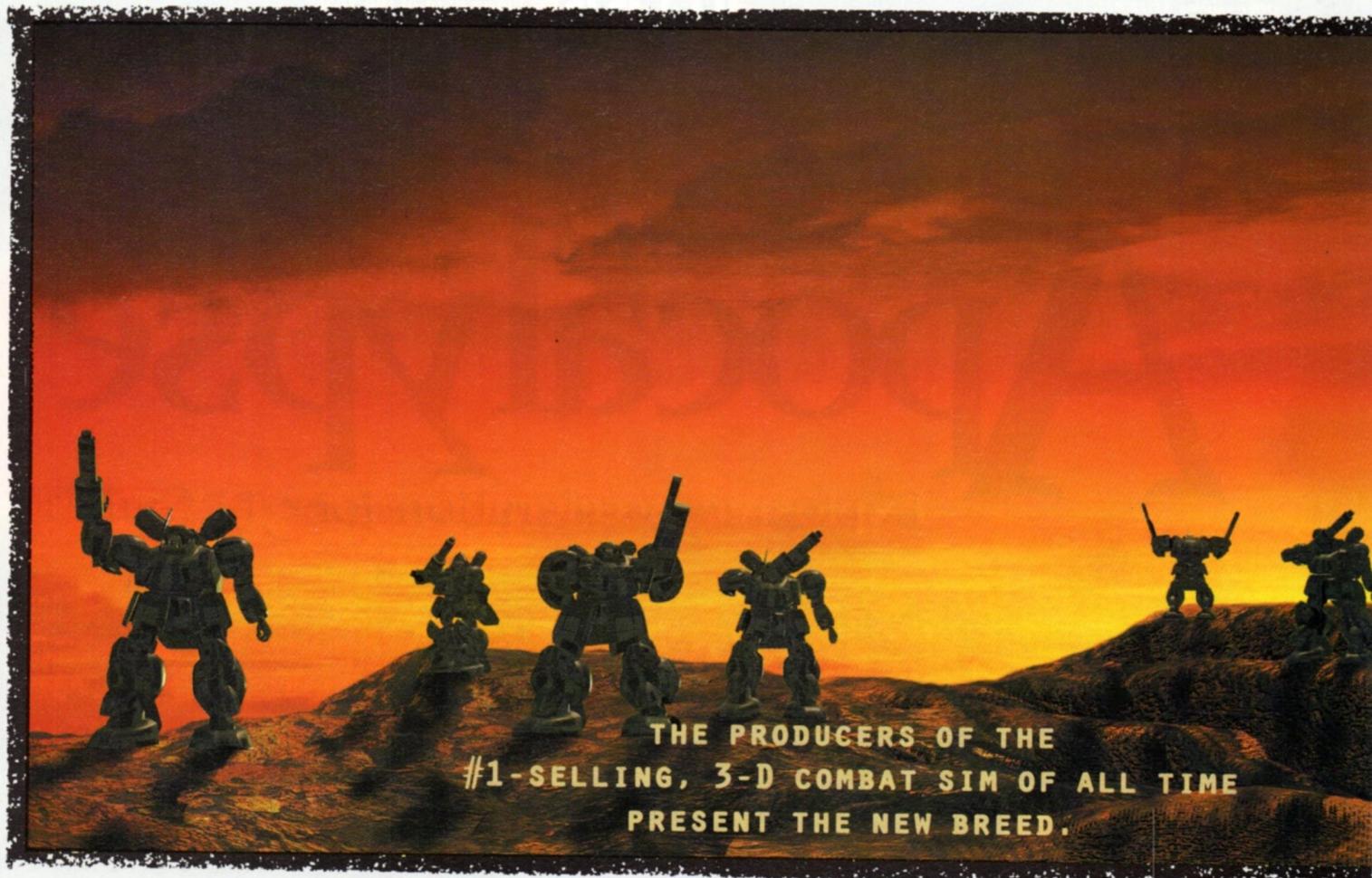
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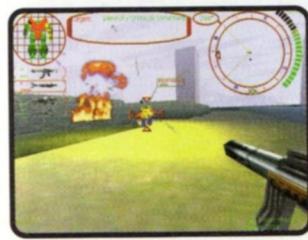
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HEXEN II

PC PowerPlay
GOLD
90%+

The wait is over. It's here. All singing, all dancing, Quake with spells on.

Hexen II is a 3D action based fantasy game, and the sequel to... Yeah right, as if this game needs any introduction. After months of drool inducing previews and screenshots, it's finally time to forget about shotguns and rocket launchers, and prepare both the incense sticks and the plate mail armour.

Some really bad guy

Your nemesis this time around is Eidolon, the third (and final?) member of the Serpent Riders bad boy club. You vanquished D'Sparil in Heretic, only to find out he was in reality just an apprentice in the world destruction stakes. Hexen introduced his big brother Korax, a much nastier fellow but he died under your sword, and the world happily went back to baking cookies and not worrying about demons burning down villages every night. Eidolon is the strongest of the three, and holds influence over hoards of deadly monsters as well as the Four Horsemen of the Apocalypse. Mmm maybe a shotgun and rocket launcher would come in handy after all?

Chose your combat

Four character classes are available, and each has a style all to their own. Even a touch of role-playing has been thrown in for good measure. As you fight your way through evil beasties, experi-



You gotta love a game that lets you cast spells at the 4 horsemen of the apocalypse

ence points are gained that not only give you higher maximum hit points but also special abilities as well. Depending on how you want to play Hexen II will play a large part in deciding who's shoes you want to step into. The Paladin is all swords and close up combat, quite plain but a sturdy enough fellow. The Crusader can freeze with his ice-wand plus create some very cool

looking whirlwinds with the odd power upgrade. A step above the Paladin in the interesting weapons category. Like the idea of skulking around in the shadows and the odd fatal backstab manoeuvre? Meet the Assassin, coupled with holy hand grenades and crossbows she holds her own quite well. My fave though is the Necromancer. Ok so he uses black magic and deadly flying bone shards as projectiles for weapons, but he gets to suck health out of dead bodies and that makes him a friend in any dungeon crawl.

Into the game and it's time for some very good first impressions. The graphics are fantastic and a major step above Quake's bland brown and grey colour scheme. The heavily promoted feature of smashing your way through bookcases, statues and household furniture is not only fun but necessary for uncovering some of the puzzles. It's simply a lovely feeling travelling around, killing monsters and admiring the scenery... sort of like a twisted holiday. But then it happens, you insert that new



3DFX card and it's time to kneel down and worship in front of your monitor. I know some of you are thinking, "Oh here it comes, the boys at PowerPlay raving on about 3DFX cards yet again". The fact is that the accelerated version of Hexen II is bloody amazing and deserves a bit of a rave.

The hub system from Hexen is back, and people are still going to either love it or hate it. Going back and forth between major levels, with some often very elusive



Hexen just wouldn't be the real deal without the catacombs



puzzles makes for a very different experience from the "This is Quake, I am Rambo, watch me kick some" type gameplay. The Medieval Hub contains a few nasty puzzles, but finding keys and shovels won't have you in brain overload territory. The next level, being the Aztec Hub is in contrast a very tough nut. Finding the four elements in a heavy going multi-level maze can bring your gaming ego to its knees. To put it simply, I got completely lost on many occasions and desired no craved some sort of automap.

Quake didn't need a mapping option, as its levels were linear and pretty easy, but Hexen II's lack of a map seems a frustrating oversight. Better train that visual memory, as the Egyptian and Greco-Roman hubs will also have you wandering the odd corridor or two.

Matching the puzzles, are the highly challenging monsters. From spiders, flying imps and the archers to the more exotic Medusa and Egyptian mummies, there is always something creeping around the next corner and

they are smarter and more free ranging in movement than their Quake counterparts. Being surprised as a Were-Jaguar leaped up in front of me from a far below balcony, then proceeding to slash me to death is one of the many examples of how you can be impressed with the monster AI and soil your pants all in one go.

Big guns + magic!

So apart from the absence of an auto-map feature, are there any other evils in Hexen II? Initially the restriction of four basic

weapons for each character seems a bit on the stingy side of things. But take into account The Tome of Power's ability to transform these weapons into powerup varieties, plus all the other various magical artifacts to be found and any idea of weapon restrictions soon loses its sting. Deep satisfaction is found in summoning your own personal giant Imp, with the Icon of Summoning or the acquired art of sheep polymorphing with the Seal of the Ovinomancer. Hexen II is at heart, top quality 1st person combat, coupled with puzzles and all imbedded in a beautiful use of the Quake engine. Hexen fans will love this.

Pete Sharpe

Plus

HEXEN II
The beginning of the end!
Hexen II has arrived
For Windows 95/NT on CD-ROM!

www.activision.com

91 %

Category	1st Person
Players	1-32(LAN & Internet)
Publisher	Activision
Price	\$89.95
Rating	MA15+
Available	Now

For A highly detailed and beautifully crafted puzzle and battle environment. Atmosphere plus

Against It truly scared me. Novice puzzle solvers are in for frustration

Need P90, 16Mb RAM, WIN95

Want P133, 32Mb RAM, 3DFX card



JEDI KNIGHT

PC PowerPlay
GOLD
90%+

Enter the Star Wars universe - in 3D. Use the Force, hack 'n' slash with light sabres and best of all, shoot stormies. Oh yes, this is magic.



Handidly, JK's plot has been well-documented in previews and the like by this publication and others, so I shan't dwell on it unnecessarily. You play Kyle Katarn, a trainee Jedi, seeking vengeance upon Jerec, a Dark Jedi who murdered your father. Before Jerec can be slain, however, Kyle has to accomplish various tasks that have been conveniently arranged into a series of missions, or levels. Hence, JK has some semblance of a coherent story, with the killing and destruction interspersed with FMV cut-scenes.

Truly Star Wars feel

After the usual "...in a galaxy far, far away..." opening sequence,



The enemy A.I. is perfection

Kyle begins the game in the high-tech city of Nar Shadaa armed with only his fists and a dinky, but useful, pistol. This is a metallic grey, futuristic city full of cavernous rooms, walls flanked by computer terminals, spectacular views into deep space, and precipitous drops into black voids. At first, I enjoyed the gun-fights that take place across these huge open areas. It soon palled, though, as I

realised I was merely wasting precious ammo, and instead wished for some closer action where I could see more of my opponent than a distant scrawl of pixels.

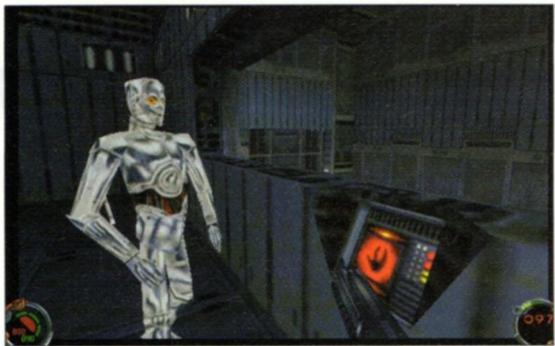
Many of the levels are massive areas that show off the architecture and 3D engine nicely - truly Star Wars in feel. The best ones are smaller and more compact.



The lightsaber is no gimmick. It blocks some fire and 1 swipe kills

Jedi Knight is purely a 1st-person shoot 'em up. The missions are all fairly basic affairs - "make your way through here, find this object and get out again" is a common aim. Completing each level requires no more than a swift trigger finger and dexterous strafing skills. Genuine puzzles (beyond the

obvious "find key to open door") are lacking, and so almost all the game transports you to very familiar Quake territory. This is not a problem, because, as Quake has proved, simplicity can be a great thing. JK does hit



a spot of trouble occasionally though. There are mediocre and uneventful sections during some levels. Enemies are often placed in hopelessly predictable positions. For example, a long, bare corridor opens up into a room - do you think there could be someone hiding just around the corner? Wow, there is! Moments of shock or surprise are depressingly rare.

It sounds amazing

The music is great. Remember that dramatic piece that was played nearly every time Darth Vader walked on screen? You hear that regularly throughout JK. For the most part, too, the music seems to mirror what's happening, rising and falling depending on Kyle's situation. Jedi is also the

very first commercially released game that supports the DirectSound cards with A3D support - such as the Diamond Monster 3D. True spatial 3D via just 2 speakers. This is probably one of the best sounding games yet made.

The cut-scenes are reasonably good and lend the briefings a little in the way of atmosphere. A game of this nature, though, is simply crying out for some mid-mission briefings or interaction. Something akin to the frequent radio contact used in SkyNet would have added so much more to the game.

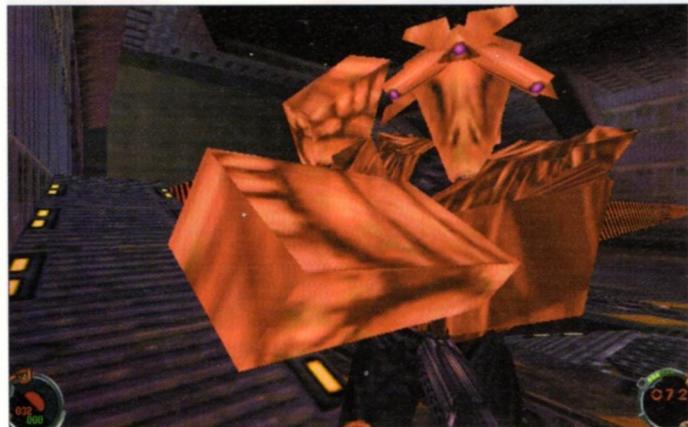
The schwarz

Kyle, as he progresses through the game, is able to gain a greater control over the Force. This idea, it has to be said, works very well. By discovering secrets in each level - these are the typical secrets for this sort of game, hidden rooms, etc - Kyle earns stars with which he can learn the myriad mystical ways of the Force - enhanced speed, persuasion, the ability to grab weapons from your enemy, etc - and those powers vary in accordance to whether Kyle joins the Light or Dark side. These are "bought", so to speak, between levels and are available for the rest of the game.

The pistol and Stormtrooper rifle are good, both allowing accurate and rapid fire, while the remaining guns are a bit of a yawn. Thankfully, the Lightsaber is a success, perfect for cutting a swathe through a crowded room. Not only that, but it can deflect enemy gunfire with a degree of proficiency based on Kyle's skill.

Jedi isn't a Quake-beater, but it doesn't try to be. Instead it's everything Dark Forces should have been and more. Essential gaming.

David Wildgoose



A good variety of baddies keeps it all exciting. Hello Mr. Squarefist



Big, spacious "Star Warsy" levels. Brilliant

Plus



www.lucasarts.com/static/jk/default.htm

95 %

Category	Action
Players	1-8
Publisher	LucasArts
Price	\$89.95
Rating	MA15+
Available	Now

For Terrific music straight from the Star Wars movies. Decent graphics, and the Force and Lightsaber are cool.

Against Takes too long to get going. Ho-hum weapons.

Need P90, 16Mb RAM, 2xCD, Win 95 (Direct3D)

Want P166, 32Mb RAM, 3D accelerator



G-POLICE

PC PowerPlay
GOLD
90%+

Think of Blade Runner, soft engine glows and a frame rate so smooth it spills like melted butter down your screen. This is G-Police.

With the glorious arrival of the 3D era most of us have developed embarrassing drooling problems which seem to occur whenever a 3D game pops up on our monitors. Game after game manages to take the technology of our 3D cards one step further, causing us to lose hope in the prospect of ever having a normal, game free, life.

G-Police does nothing to change this. In fact, it's advanced it. This game shows what 3D cards are really capable of.

Killing with reason

The first thing that hits you about G-Police is the intro sequence.

Psygnosis have used an interesting vertical interlace system instead of the usual horizontal interlace that presents an almost perfect, line free, seamless FMV. On top of this the intro itself is brilliant, providing the background, a plot and an introduction to the G-Police themselves. The technology used to produce the actors is incredible — it's like watching a movie populated by Max Headrooms.

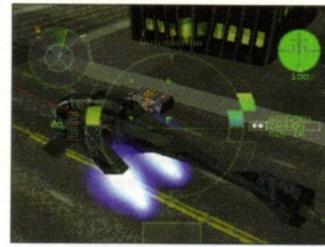
The background story is plausible, dealing with Earth in 2097 long after all

resources have been sucked dry and individual countries took to the stars to establish colonies and mine the resources of other worlds.

Corporations rule the stars and in an attempt to keep peace on colonies they allow Earth

Government to create the Government Police, staffed by war veterans and idealists, not to mention the odd trigger happy gun slinger (that's you).

As a G-cop you get to fly the



Simply stunning graphics, pushing the capabilities of 3D cards to their limits

DASA-Kamov Havoc, which is really just a fancy codename for 'flying machine with big kahoonas'. Just the way we like it. However G-Police isn't just about punishing undesirables and blowing up the odd civilian who was silly enough to get in your way, nope being a G-cop is about following orders and behaving like the well trained hovering weapons platform that you are. Oh, and then there's this mystery solving business.

This is where you, as Slater, come into the picture — joining the G-Police in an attempt to solve the murder of your sister,

also a G-cop, who mysteriously died while uncovering some information relating to the corporations. As you fly the missions the story slowly unfolds, giving you the clues you need to discover what happened to her and why.

It's refreshing to find a mildly interesting story associated with a sim such as this, and with cut scenes using the same technology as the introduction, you can't wait to see what happens next.

The missions in G-Police, like the background story, are well designed. There are 35 in all, split over four campaigns.



A variety of different viewing modes. Great!



Sometimes you have to hunt down and destroy a certain enemy, or track down rogue vehicles, or provide air cover for ground police, or fly escort missions and so on. All within the city domes that make up the G-Police world and all populated by air and ground 'traffic', giving the impression of an autonomous world around you.

Bright lights!

The next thing you notice about G-Police is the graphics. As you drift out into the city from your launch platform you see other hover vehicles glide by, traffic bustling on the streets far below and the odd tower billowing out smoke or fire in the dark.

skies above. The vehicles and buildings have a distinctly Blade Runner-esque feel to them, which adds immensely to the atmosphere.

G-Police is, essentially, a flight sim that takes full advantage of your 3D hardware. It's not a complex sim that requires you to read and memorize 90 different keys, rather it's more like a flight sim shoot-em-up where all you need to know is how to change weapons and shoot. Despite this basic approach, G-Police is a remarkably satisfying sim. The world physics are relatively realistic and with the power of a 3D card there's nothing quite like dog-fighting between buildings with a frame rate so smooth it causes that drooling habit to appear again.

And fighting is, without a doubt, where G-Police shines. You don't know what your 3D card is capable of until you go a few rounds with an enemy vehicle, hovering between the crowded city buildings, letting



Want explosions? This is the game for you!

lose IR missiles, dumb fire rockets and the odd bomb or two. All engine glows, missile streaks, explosions and the world environment taking full advantage of your card's capabilities. You spend as much time drooling over the game as you do playing it.

Ashton Mills

(above) By far the best bit is the 'blowing stuff up' bit. Unfortunately, it seems to be your wingman in the sights here...

92%

Category Flight Sim

Players 1

Publisher Psygnosis

Price STBA

Rating TBA

Available Now

For Excellent example of what 3D cards can do. Easy to get into, easy to play.

Against Slightly too simplistic approach to the sim genre. It won't keep you hooked for long.

Need P133, 32Mb RAM, Win 95

Want Direct3D hardware accelerator, P166 + 3Dfx recommended

Plus

G-POLICE

PC GAME MORE INFO

PLAYSTATION OCTOBER 14

<http://www.gpolice.com/>



TOTAL ANNIHILATION



C&C, Red Alert and Dark Reign are all just OK. The title 'Best Real time strategy game' belongs to only one game. That game is Total Annihilation.



A screenshot from the real-time strategy game StarCraft. The interface shows resources at the top: Metal (3100 +17.6 -30.9) and Energy (12900 +663 -493). On the left, a mini-map shows terrain and unit locations. A vertical column of order buttons is on the far left: ORDERS, FIRE AT WILL, MANEUVER, RECLAIM, UNLOAD, REPAIR, CAPTURE, MOVE, STOP, GUARD, PATROL, ATTACK, and D-GUN. The main view shows several Zerg units (including Hydralisks, Mutalisks, and a Broodmother) on a grassy field. An inset window in the bottom right corner provides a closer look at a cluster of units near a body of water.

(above) Just your average sprawling base. The solar panels automatically close up during battle, and unfold again afterwards
(right) This ship has big guns. Big guns are good



Where do I start? This game is everything you ever wanted in a real-time strategy, including all those things you never knew about, but wanted anyway. I could list features (and I'll do that anyway) but that doesn't capture the gameplay. I could compare it to C&C and its clones, but that would be like comparing Australian beer to that watery yellow stuff the Americans drink.

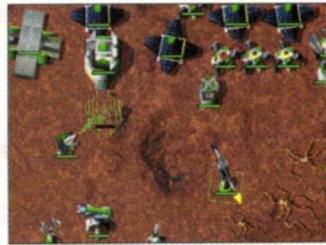
Nope, the best way for me to try to help you understand the brilliance of TA is to waffle on about it for a page until you beg me to stop teasing you with its awesomeness.

Real battle action

Picture this: Your tanks trundle slowly over the rocky terrain, rocking sideways as they attempt to hurdle the rocky outcroppings. A VTOL aircraft above casts its shadow over a mountainside as it carries a construction unit to the field. Engines flaring, it tilts smoothly to the side in a seamless arc and lands softly. Meanwhile, a group of spider tanks tread nimbly over the mountain, crawling horizontally where tanks and robots can't. And as a scouting vehicle rolls down a hillside, its perspective and tilted frame reflecting the true elevated environment beneath it, a mobile artillery cannon lets loose its payload, rocking backwards at the kickback of the blast.

And you ain't heard the half of it. Sexy is not a strong enough word.

Without a doubt the graphics and world physics engine in TA is beyond compare. Unlike C&C and its clones, which for a better term I'll call 'arcade strategy games', the terrain is truly 3D. A scout will climb a steep hillside and if blocked by impenetrable rock, will try to circumvent it. Tanks on high ground will have a line of sight advantage over the units below it. Amphibious tanks will visibly submerge and become vulnerable to submarines at deeper depths. Wind will affect the direction of smoke from damaged vehicles and



(above) Big Bertha doing her duty. You learn to love this gun.

(left) Loading land units onto a sea going transport. Note comment of appreciation from one Peter Sharpe.



smoldering trees and tide speed will affect the amount of power produced by tidal generators.

The world physics in TA is simply stunning.

All units and buildings are true 3D — drawn real-time from any angle and any perspective. Even explosions are individually drawn, with fragments flying off in all directions with the same momentum of the unit that was so efficiently blown apart.

And throw away all your kindergarten C&C/Red Alert/Dark Reign tactics, TA requires you to think about what you build and how to use what you build. A struc-

ture may take anywhere from 10 seconds to 10 minutes to build, and if you do opt for a high powered structure, you can expect your base production to grind to a halt as it sucks on your resources like the ravenous baby of war that it feeds. In TA everything has a purpose, everything has a cost. Strategy is the key to everything you do.

Downloadable units

Because units are drawn from data, they take up a minimal amount of memory. TA comes with 150 different unit types, with promises from Cavedog that you'll find new units uploaded to their website on a regular basis, thereby solving possible (downright highly unlikely) boredom problems when gamers get to know all units back to front. If you're the type of player who bets all on a favoured combination of strategies, you'll find yourself having to continually re-think them as new units enter the field.

And isn't it dumb how in arcade strategy games that explosions are all sprites and then the wreckage vanishes into mid-bloodied-air? Not so in TA.

Wreckage is both physical and permanent. But why waste metal? Just get a constructor bot to patrol the area, recovering wreckage for use in construction and repairing all friendly units on his travels.

Big maps, long games

Want big maps? TA's are limited only by your memory and it comes with maps tailored for 16, 32 and 64 meg systems. How droolworthy is that? Did I mention cool multiplayer (up to 10 gamers) options such as restricting or preventing unit types in a game, sharing information and resources to allies and enemies (if you're that type of sick, twisted, bastard) and even letting other gamers sit in and watch?

Did I happen to point out that units gain experience and that

98%

Category	Real-time strategy
Players	1-10
Publisher	Cavedog
Price	\$TBA
Rating	G8+
Available	Now

For Everything that isn't against. If you don't like this game, there's something wrong with you. Real-time strategy has evolved to the next level. Nothing else compares.

Against There aren't enough hours in the day, days in the week, and weeks in the year. I think I'll have to quit work.

Need P100, 16MB RAM, 4X CD-ROM, Win95

Want P166+, 32MB RAM Total Annihilation's 3D graphics don't require a 3D card, it's all CPU power and memory. The more the better.



Artillery can strike anywhere you wish...

Plus

ANNIHILATION

www.totalannihilation.com
Visit here to download new unit and building types. Then go pummel your pals again.

CLOSE COMBAT 2: A Bridge Too Far



Cry havoc and let loose the Guinea Pigs of war, Microsoft have donned the cammo gear and thrown us into the trenches with Close Combat 2: A Bridge Too Far. A sequel to the ever popular Windows 95: An Operating System Out Of Control.

Close Combat 2 again places the gamer in the dangerous trenches, alley ways and hedgerows of WWII western Europe. Testing your mettle against Allied or Axis forces in a battle to control the bridges that protect Germany's eastern flank. The battle rages across three sectors, Eindhoven, Nimegen and Arnhem, which can be played as three separate campaigns or together as a 'grand' campaign.

Little blokes killing each other

The original Close Combat, which started its' life as a computerised version of the Avalon Hill classic 'Squad Leader', surprised a lot of hardcore wargamers with its' unique portrayal of battlefield psychology, intuitive gameplay and brilliant attention to detail. For the first

time ever it also introduced the idea of a fluid battlefield into the campaign scenarios, replacing the linear mission structure of every previous wargame. In short it was tops! So what has been done to make it even better?

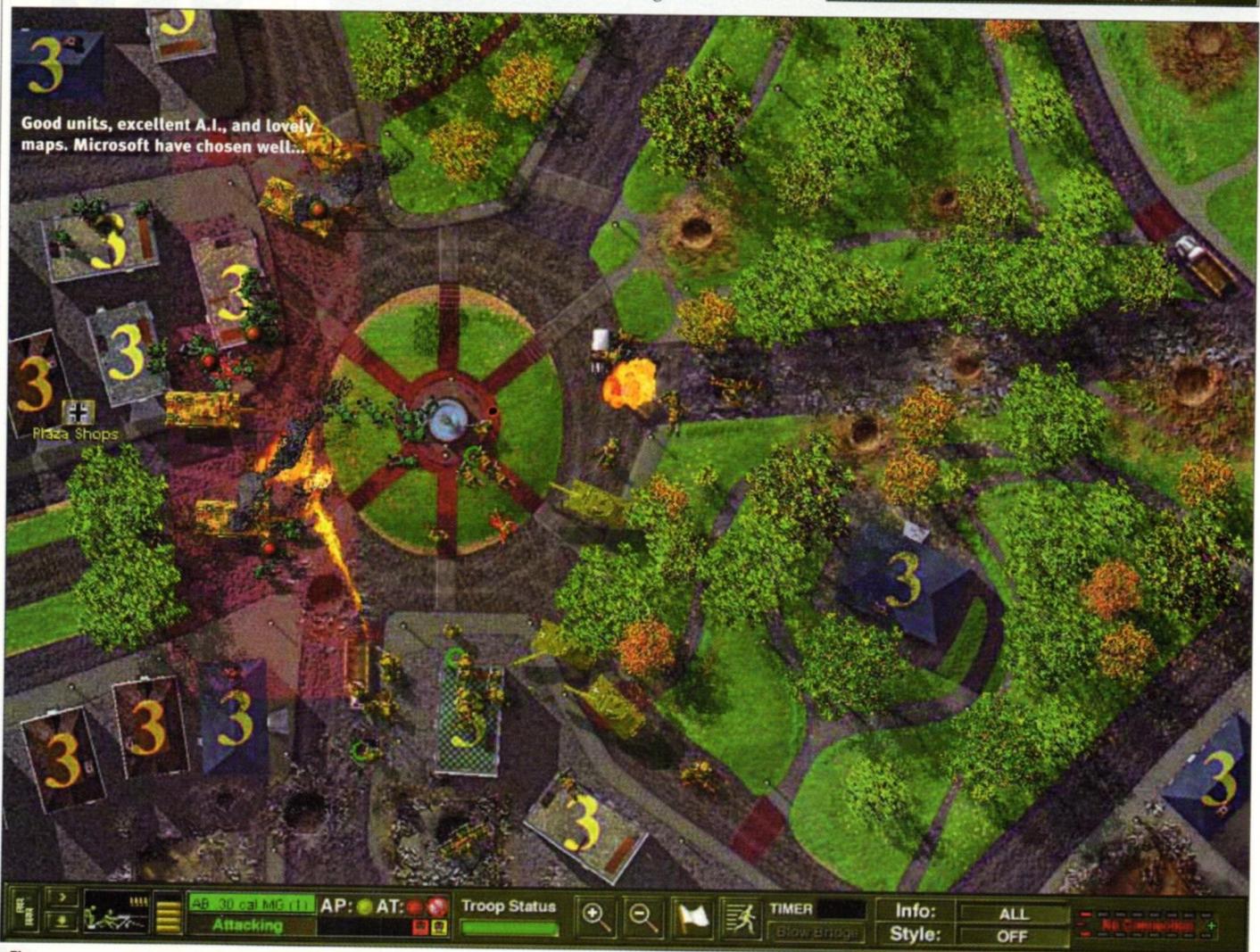
Superficially the game graphics have been enhanced with more detailed terrain and structure textures and support for higher resolutions to allow you to see more of the action on screen. Other than that Close Combat veterans should be able to find their way around the program with ease as the menus and mission structure are very similar to the original. We must look a little deeper to find the main improvements in the sequel.

Smart grunts

The best thing about the original CC was the live battlefield

system it introduced. Rather than obeying your commands like robots, your troops were able to sum up a situation for themselves and act accordingly. CC2 has improved on that system by tweaking the AI to make your men a bit smarter in the way that they analyze their situation and execute your orders. They are more likely to take sensible routes to their destinations than with the previous AI implementation, and move into firing positions more readily. Where previously they had a tendency to stay where they were when you gave the order to

fire, stuck behind a tree or building and out of LOS. There is also a new movement command, Sneak, which sends your troops crawling on their bellies or crouching on their haunches to their destination. When fired upon sneaking troops have better defensive capability than in any other movement mode and can





FALLOUT

A post apocalyptic nightmare scenario of a future devastated by radiation where mutants have risen and the free spirit fights on. Bloody hell... That'd be a new RPG then...

Picking up the box to Fallout and giving it a good shake, I immediately smiled at the heaviness of the box. Over the last 20 months or so, the boxes of RPG games have been unnaturally light, and the manuals contained within similarly thin and sparse. Do a few token pages stapled together equal a shoddy RPG? Not necessarily. But this lack of quality material of perusal seems to reflect a trend in the number of the second rate RPG's out there. It could also be generally agreed upon that the last few years have not been kind to the genre (there are a few exceptions of course). Fallout was always being pushed by Interplay as a true, old-school RPG, and as I flicked through the rather hefty manual, I noticed that things definitely seem on the up.

Nuclear war! Cool!

The most standout thing about Fallout as an RPG is its setting. It's set in the in the 21st century, about 80 years after a massive nuclear war that left the Earth barren and lifeless. Ditching the well-worn dungeons and goblins fantasy theme of the majority of RPG's, Fallout uses a classic sci-fi premise of an apocalyptic and grim looking future. Prior to this war, the corporations of the day developed and produced massive underground shelters called vaults to protect and house the survivors of any potential nuclear war. The game



Well, there you go. RPG's don't have to be about elven warriors, dragons, and 'Mithral swords of much hurting + 33'. Who wants to know?

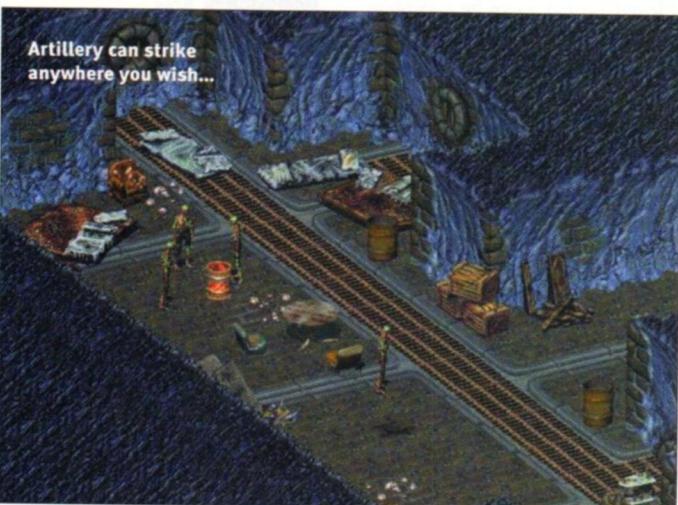
starts 80 years after the inevitable, in the lucky Vault 13 where the shelter's water recycler has gone on the blink. After a short introduction showing the Vault leader explaining the grim situation to you, you set out on search of the computer chip that will save the Vault's rather desperate population. The significance of the task is not to be down-played either - you are the first inhabitant of Vault 13's to venture outside the shelter. What's out there except for other vaults is not known.

Stats schmats

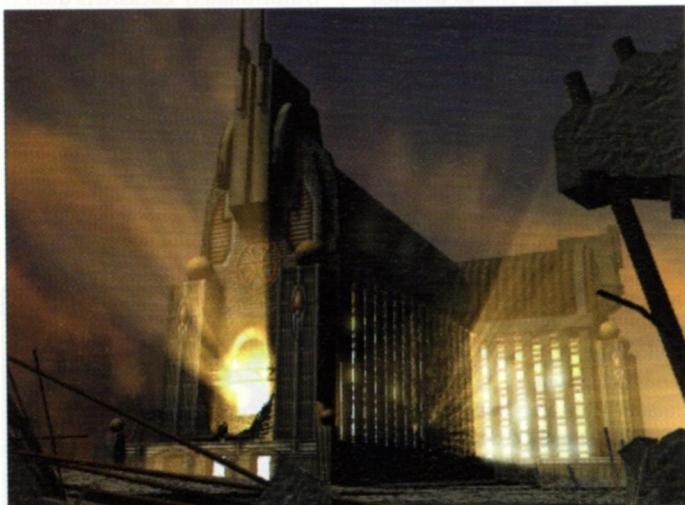
It was once said that the quality of the RPG can often be deduced from the quality of the character creation screen. This theory of course is a whole load of crap, but you can tell a lot about a game from such a game screen. Fallout has an ultra-comprehensive skill system and thus a comprehensive creation process. There are seven main character statistics (Strength, Perception, Endurance, Charisma, Intelligence, Agility and Luck). There are 16 skills - ranging from energy weapon skill to lockpick to first aid. There's also a rather interesting set of attributes called traits. These are characteristics that further define your character. Such things as Finesse (greater chance of a critical hit in combat), Bruiser (stronger person) or Kamikaze (faster combat). All these have character disadvantages attached to them, so wise choosing is vital. Throughout the game too, you'll collect the most typical of RPG features, skill points. As expected, when you kill or maim something, you'll get some points that can



Excellent and progressive character stats help to make (and keep) the game interesting



Artillery can strike anywhere you wish...



be spent on skills every time you go up a level (of which there are 21). This aspect of Fallout is one that is most impressive. The skills you can use are relevant to, useful, and fun in the game. They're all related in some way to the play, affecting the way you play and in some respects, the course of the storyline. For example, a character with high diplomatic skills will be able to get to certain areas due to the gift of the gab, and get certain things that the gung ho meat head wouldn't. As far as character interaction goes, it's of the point and choose a line of response variety (this is another area that is affected by skills - high verbal skills gives you more options), and NPC's respond intelligently. Main characters get their portrait replaced with a fully rendered head that responds with

facial expressions and the like. All very nice and gives the conversation a bit more of an enjoyable quality.

Conscientious killing

As far as movement and time goes, Fallout is real-time. One minute equals one minute in game time, except for when you perform certain actions (like healing, resting, etc) and travel over certain terrain and use the travel map. This is important for the game as the first quest (called 'adventure seeds in the game) calls on you tracking down a vital component before your Vault's inhabitants all die of thirst. Combat, however, is turn based. In the era of real time obsession, it took some time to get used to, and provides combat with a much more important element of strategy. There are over 22 weapons

available, with multiple results. In what is probably the most comprehensive combat system seen in an RPG, you can target specific body parts of the enemy. You can even target the enemy's groin! Talk about gruesome detail! Turn based combat works by the use of Action Points. Depending on the characters statistics, you'll have a certain number of these to use per turn, at the end of which the enemy responds. A reload, swing, or even step use action points, so you've got to really have to be a bit more conscientious when killing something (or to put it more disturbingly - be totally into it). Overall, it's a great method of combat, though can be disruptive to the player. This is my major gripe - you'll be wandering around and your character will pause to allow the game to calculate the surrounding characters movements. Frustrating at times, but generally forgivable.

No randy dwarves!

So there are no goblins, no randy dwarves, and no incomprehensible fantasy mechanics to worry about. In a genre that needed a bit of a fresh approach, Fallout has come and helped revive the RPG with a mix of the old and new. It's got statistics, turn-based combat, dark, compelling and detailed SVGA graphics, awesome ambient music, great story line, non-linear game play, plenty of weapons, and replayability.

Luckily, you can hit the bad guys in the groin. Hit this guy in the face and you'd get a sore hand...

Many traditionalist RPG'ers have already expressed their disinterest in Fallout purely due to the reason that it isn't set in some Fantasy realm and in Southern California instead. To discount Fallout just because of its more sci-fi setting would be a tragedy, because with all of its features, Fallout is one hell of an RPG. Be warned though, those expecting flashy 3D graphics and a real time frenzy may be a little put off - combat is turn based and this game uses the overhead third person perspective. Ultimately, Fallout is an old school RPG smothered with features and traditional RPG gameplay. It can be enjoyed by the casual gamer, and is a must buy if a connoisseur of the role playing game.

March Stepnik

89 %

Category	RPG
Players	1
Publisher	Interplay
Price	STBA
Rating	M15+
Available	Now

For An RPG with turn based elements! The story is great, as is the interface. Plenty of detail.

Against Pauses during play due to the turn based combat - normally forgettable, but often-times the comp recognizes all things on screen as enemies and thus slows normal gameplay down.

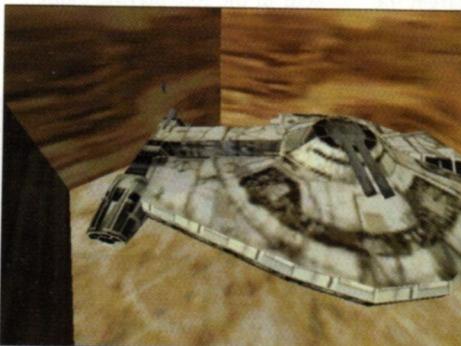
Need P90, 16 MB RAM, 50MB HD space, Win 95

Want P133, 32 MB RAM, 190 MB HD space.



SHADOWS OF THE EMPIRE

A Nintendo port??!! What the hey? Settle in and get used to it PCers, for the beauty of the SGI-powered console will deliver some mighty pretty games in the coming months.



The Star Wars revival is well underway. We had the superb Star Wars Trilogy Special Edition - with mixed successes. There were those that were swept away by seeing new Star Wars material (those precious seconds of footage that weren't downloaded from the 'Net months before the films release) or just seeing it on the big screen all over again. Then there were those that were disappointed and those that were straight out miffed by the whole phenomenon. Not surprisingly either. The trilogy re-release though has had many wonderful implications on the world of gaming. X-Wing vs TIE Fighter, Rebellion, Dark Forces II, even Yoda Stories! And then there's Shadows of the Empire. The "other" title that most Star Wars fans and gamers alike try to ignore. Appearing first as an exclusive on the Nintendo64, SotE

dealt with a questionable story line in one of the most overrated games in the systems rather short and sparse history. Why? It just played like a dog. There were some fun moments (the

Hoth Snow-speeder level especially) and looked great, but generally SotE on the N64 was thoroughly disappointing. LucasArts mentioned that SotE for the PC was to be enhanced. Expecting this to mean prettier graphics, I jumped into my T-47 and pondered just how many ways I could interpret the word 'enhanced'.

3D accelerator required

Wow! I couldn't wipe the silly grin from my face as I zoomed around in my snow-speeder taking down probe droids, AT-ST's, and the mammoth but slightly silly and impractical-looking AT-AT's in the games very first level. The grin was partly due to the graphics. Having played the N64 version, it must be said that the PC

version looks sharper, crisper, and sexier than the somewhat blurred appearance of the console's visuals. Thanks again to the magical power of the 3D graphics accelerator (SotE is, incidentally, one of the first few games of the "3D accelerator required" generation), SotE looks consistently amazing. Not as detailed as Quake, Hexen II or other recent efforts - some repetitive and dull textures mar the visuals - but SotE still packs an impressive punch. Most moving parts (like enemies and the AT-ST

for example) are so lavished in detail and look so close to the real thing, that you'll start to understand what Lucas Arts meant when they were harping on about a truly cinematic experience. This is also due to some rather spiffy cut-scenes. The N64 version didn't have them thanks to lack of memory, and it's amazing just what a few well placed cut scenes can do to the experience. The other area getting a major touch up is audio. Thanks again to the capacity of a CD, SotE PC uses streamed CD quality tracks taken directly from the archives (and a few new scores), as well as plenty of new sound bites (the N64 version suffered from a limited repertoire and repetition). The overall visual and aural quality of SotE is beautiful, and definitely more polished than the N64 SotE.



The Nintendo version lacked the amazing cut scenes present on the PC version

Limited long term appeal

The real problems most had with the N64 version however, haven't been fixed. The first level is great fun, but has limited long term appeal. The first person sections handle fairly poorly too. Of the ten different levels there are 4 playing styles. The shooting at TIE fighters and asteroids level is plagued by stiff control. The speeder bikes don't handle too well either. Variety keeps things fresh, as does the constantly changing level settings. Unfortunately LucasArts didn't tamper too much with the gameplay. Lovers of Star Wars and action games will love this, and SotE will thrill most people - just not as 'enhanced' as it could have been, or we could have hoped.

March Stepnik

80%

Category	Action
Players	1
Publisher	LucasArts
Price	\$TBA
Rating	M??
Available	Now

For Gorgeous graphics, awesome sound and Star Wars. A sense of playing through a Star Wars adventure, and not just shooting at things.

Against No mid-level save feature (c'mon now LucasArts!), some questionable enemy AI. Control takes a little getting used to.

Need P133 (P90 for 3Dfx based cards), 3D accelerator, DirectX 5, 16 MB RAM, Win 95

Want P150, 32MB RAM, joystick/joypad

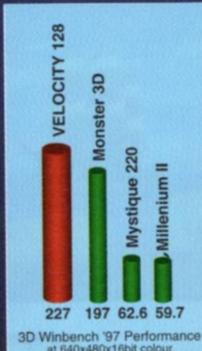
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MIP-Mapping	•		
Z-Buffering	•	•	•
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MAN OF WAR

What is it with these "Tall Ship" strategy games? Forever there were none, now there's a rush. Who's playing these games and why. Peter Sharpe is on the case...



"What's the wackiest game element combination you can think of Pete?" Ben asked with an evil looking smile. There was the hint of challenge in the air.

"Mmm, a Golf game that combines regular sporting action, but with a subtle mix of Wing Commander type space flight", I smartly answered. Ben checked his hidden stash of games for review.

"Nope, none of those today".

I can come up with weird, off the planet game combo's all day, I happily thought to myself. Cop this:

"How about a board game style Tall Ships strategy game, mixed with Doom 3D elements", this was one guessing game I couldn't lose, or so I thought.

"Yep, got one of those" and with a quick throw from Ben, Man of War landed in my hands. Lucky I didn't guess at a game that mixes a day in the life of Humphrey Bear with a Myst type adventure style.

Man of War uses a turn based overhead map system that requires taking advantage of wind speed and direction with the aim of getting your fleet into the best firing position possible. When a turn is complet-

ed, you are placed onto your flagship with a very nifty first person perspective view. Here you are free to wander around the deck and view your battle map decisions played out in real time. After four minutes (or sooner if you use the

accelerate time feature) it's back to the map and on with the next turn. It's purely an observational role, and aimed at giving the crusty old turn based format a new level of immersion. Well it's a nice effect if you forgive the fact that you are the only crew member on your ship. A feature which no doubt made the programmer's life a lot easier.



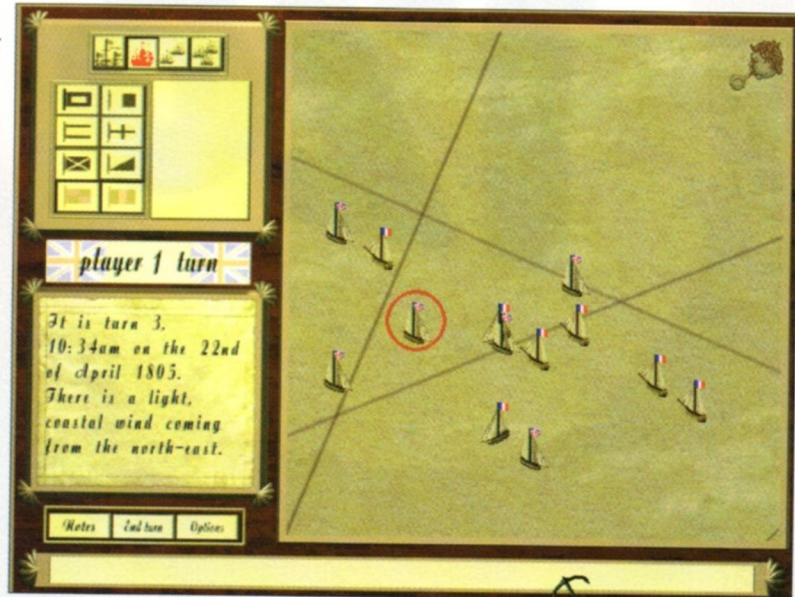
Over simplification

While wandering about on a virtual ship and watching your enemies catch fire is a nice effect, Man of War's tactical meat and bones is not quite up to scratch. Lacking is any form of ship micromanagement, so no moving crew between gun and general ship duty, detailed damage repairs or anything of the sort. While some gamers might treat such details as a burden, what's left on offer doesn't fill the void. The biggest annoyance is the absence of any range indicators or visual firing arcs for your cannons. A digital readout on whether a shot will hit or not

is not expected... but just drawing a red line between two ships with no info on success or failure? Takes the fun out of skirmishes, when tossing up which enemy vessel to aim for. While ship captains probably stuck

is a sunset (real time weather and day/night elements are featured) is good stuff. It's just that Age of Sail, (reviewed back in issue 13) handled combat and weather input more effectively than this.

Pete Sharpe



The genre we had to have: "a board game style tall ships strategy title mixed with Doom 3D elements"

their finger in the air, and guessed fairly accurately at the rate of knots, a keyboard captain has no such luxury. Man of War contains

no speed indicators, and it takes a keen non-land lubbers eye to watch the horizon and work out what ships are going at any given speed. Pretty tough when there are 20 vessels all around you. Thankfully amongst all this, there is at least a compass at hand.

Sunset death

If you are a die hard fan of the classical age of naval warfare, it wouldn't be too much of a stretch to enjoy Man of War. The strategy element is not horrible, just quite basic. Watching board game tactics get played out from the deck of your flagship during

71%

Category	Strategy
Players	1-2 Modem, LAN & Hotseat
Publisher	Strategy First Inc.
Price	\$19.95
Rating	G
Available	TBA

For Scenario Editor allows for personalized battles. Historical campaigns covering the period 1178-1806 are on offer.

Against Only one campaign (English Navy) included. Light and fluffy on battle and movement statistics.

Need P60, 8Mb RAM, DOS 6.0/WIN95.

Want P120, 16Mb RAM

Plus

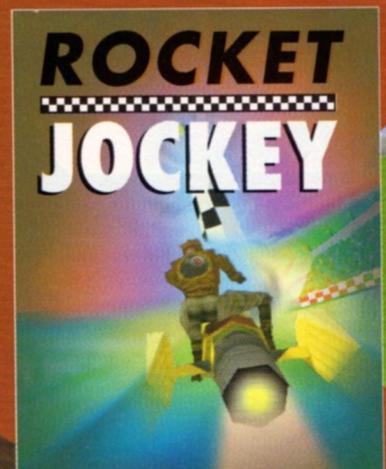
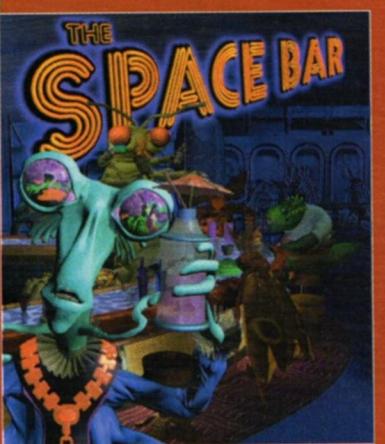
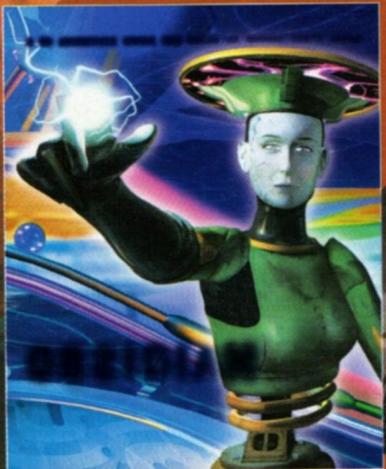


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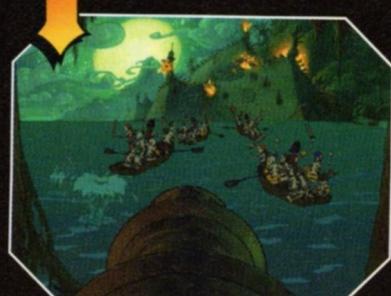
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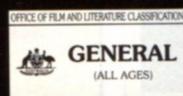




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DARK COLONY

Oh look, another sci-fi RTS. Does this one have the magic we all hunger for?



Le me share the nightmare that has plagued my sleeping hours the last few weeks. I'm on a battlefield somewhere, being chased by a giant constantly clicking mouse. I am desperately searching for resource X, so I can construct buildings A, B, C and D. Enemy units ranging from WWII tanks, cybernetic killing machines and a whole host of nasties surround me. The nightmare always ends with my imminent death by mouse click, waiting in the vain hope for the model Y super weapon of destruction to power up and save the day.

The question is, do we have yet another dust collector special or a ground breaking real time strat game?

Mutilated cattle

Mars seemed a nice place to go. Lots of red sand and not an Apple Mac in sight. But most importantly, Mars was abundant in the precious element Petra-7. The Earth of the future needs high quantities of this high yielding energy source, so plans for a Martian colony were quickly put into place. Being that we humans can never set foot past the moon without some harassment from aliens, enter the Taar. While the name might be exotic, these aliens are the Roswell/X-

Files type "Grays" that have been kidnapping our women folk, and mutilating our cattle for some time now. Being the space cretins they are, the Taar also love Petra-7 and desire Mars for a launching point for the obligatory invasion of Earth. Choose your side and it's on to the battlefield.

Dark Colony falters early on with its base construction system. All major buildings are placed on a simple five sided plate, and the choices are very limited. An infantry factory, heavy unit factory and two variations of science lab. The fifth space is reserved for the Petra-7 resource converter. There are a few upgrades for each building, allowing variety in units but there just isn't enough to do. The building on a single plate method eliminates the fun of strategic placement, and the limited upgrade path is so linear it might as well be on auto-pilot. The doldrums continue with the battlefield units. While the Taar utilize bio-weapons with lots of slobbering mucus field beasties, the humans rely upon traditional robotics and big guns, but they

are both essentially the same. Both have infantry units that looks different but are equal in battle performance, both feature an artillery weapon that is only different graphically and so on. While this Warcraft 2 feature doesn't bother some gamers, unique units on each side makes for a more interesting game in the long run. Something that Dark Colony isn't.

Looks nice though...

Graphics are a strong point of your battle brethren. Big, colourful and very animated, they are akin to visually enhanced futuristic versions of Warcraft 2 characters. Attractive



Another RTSsci fi game. Does it compare with the other stand-outs in this issue? Nope. Nyet. Nein. Ohi

Plus

DARK COLONY

Play online in a futuristic real-time strategy game based in a far off universe. A dark alien crew the game, threatening your planet Mars. The Taar (Human) and the Petra-7 (Alien) are the two sides. Both sides have their own unique units and capabilities. To view Dark Colony, see most recent news, guides, reviews, and forums on the most recent PC PowerPlay issue.

JETPACK TERMINAL DARK COLONY VITRS DARK COLONY TERMINAL

www.darkcolony.com

yes, interesting not really. You can get away with producing lots of Reapers/Sy Demons (Human & Taar heavy battle units) and just rushing the enemy. Just throw in a few infantry for air defense and off you go. Air scouts and a steroid induced infantry warrior are all available, but you've seen it all before and they are only icing on a very plain cake.

New additions such as veteran unit leaders getting battle experience over a campaign and night/day cycles affecting LOS for units don't fill the gap that is the anemic gameplay. Dark Colony is an average War2 clone, that serves up as a quickie diversion from the big boys of the present real time strat onslaught.

Pete Sharpe

60%

Category	C&C Clone
Players	1-8 Modem, LAN & TCP/IP
Publisher	Take 2
Price	\$TBA
Rating	MA15+
Available	TBA

For Aggressive AI. Mission editor for multi-play maps.

Against Building construction is weak, units are only moderately entertaining.

Need P90, 16Mb RAM, WIN95

Want P133 & violent attitude to ET's

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SHOCK VALUE

Welcome to the new wave of action games. No longer are your enemies mutant aliens, Cyber-demons and the like. Now, it's time to kill cops, murder innocent civilians and generally create havoc in a real world setting. Containing all of these elements are both Postal and Grand Theft Auto, seemingly pushing the barrier of so called "Community Moral Standards". This is challenging Governments to either impose draconian censorship legislation, or more sensibly create an adult game rating. Because of this lack of an R classification in Australia, at the time of writing both of these games hang under the Censorship Blade of Horror. New Zealand's recent conversion to the "Big Brother" way of dealing with their gaming community also doesn't bode well for either games' release. Whatever the Government's decision, enjoy the freedom to at least read about these two games courtesy of your Friends against Gaming Censorship at PC PowerPlay.

POSTAL

Postal: American slang for going berserk in a very violent and public manner. The name originated from a US Postal worker who, armed with guns, lost it in a big way at the expense of his co-workers.

Splatter-fest

Certain elements of the media are going to have a field day with Postal. A storyline centered around your average Joe Citizen going on a killing spree in response to his house being taken by the bank. Mix demonic imagery with this splatter-fest and headlines along the lines of "Video games will destroy modern society as we know it" won't be too far off. The reality is that hiding behind all this shock value is a game so boring that it won't hold the attention of gamers for more than five minutes. Let alone be in any way responsible for the downfall of society.

Everything is very straightforward and to the point in Postal. You begin outside your house surrounded by the local SWAT team. Armed with an Uzi, it's basically open season. Run around and shoot everything on two legs, constantly

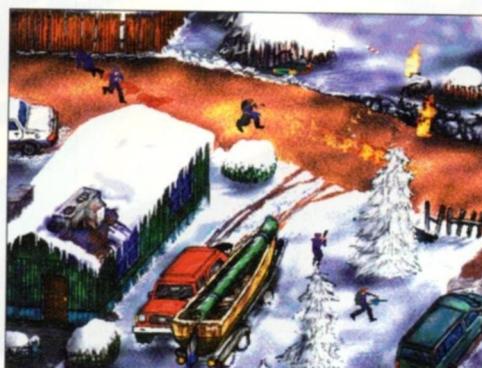
looking out for weapon upgrades and Medipacks to keep you in tip top condition. After mowing down everything in the vicinity, it's on to further levels that take place in various local suburban settings. Your opponents are nearly always Military/Police units armed to the hilt, with civilians really only consisting of the occasional marching band. Wherever you are though the mission is the same, shoot and then shoot some more. While an arsenal of Rocket Launchers, Napalm and Flamethrowers are all welcome additions in any action game, there are just too many flaws in Postal. Firstly there is the non-interactive scenery. Shoot a missile at a Petrol Station, and we want to see explosions... not just a few barrels flying in the air. Cars, houses and even shrubbery are completely oblivious to whatever attack you commit. While all the gore coupled with seeing (and hearing) victims agonizing on the ground is supposed to evoke an emotional response, this isn't conveyed, as poorly animated stick figures make up the graphics department.

Being very naughty

All this has been done before, and a lot better. The original Syndicate saw us flame-throwing civilians and generally being very naughty, except it had a better plot and a level of strategy.

Somewhere along the line it looks like some marketing guys got together and decided just because gamers like Doom and Quake we'll hopefully play anything as long as it contains violence. A very wrong assumption.

Pete Sharpe



The developers thought mindless violence was all a good game needed. Sad, ignorant fools...

STOP PRESS!

Word has come in at the last possible minute that a toned down version of Postal may be released. The developers have removed many offensive features, as just about every country in the world (except Nth America) was set to ban it. Rightly so we say. The original version was offensive and way, way over the top. Even to us. Games like Postal give us gamers a bad name. We're all for mindless violence, but "executing" burning children while they beg for mercy is not our idea of fun.

The main changes are:

1. All female voices and samples (such as "I can't breath" and screams) will be removed from the game.
2. Execute command will be removed
3. Marching band will be removed from the second level and all other unarmed civilian characters removed.
4. School yard massacre level will be removed.

Effectively this will now put the emphasis solely on self defence against people shooting at you, clearing the way for the possibility of a classification of MA15+.

+Plus

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38%

Category	Action
Players	1-4
Publisher	Running with Scissors
Price	TBA
Rating	TBA
Available	November

For Weapons raise a smile. Scenario editor allowing for "You Vs. hoard of unarmed marching band members".

Against No variety in gameplay. Vague and sometimes inaccurate weapon aiming.

Need P90, 16Mb RAM, WIN95.

Want P100, 32 Mb RAM



GRAND THEFT AUTO

Have you ever felt the need to steal cars just for the hell of it? A desire to hijack a bus with the aim of blowing it up in the middle of a busy street? Of course we don't want to do these things in the real world, (well most of us anyway) and Government officials please take note: Grand Theft Auto will not transform us from socially responsible gamers into criminals intent on such deviant activities. Although after playing GTA for a while, that Porsche parked around the corner from my house does look very inviting...

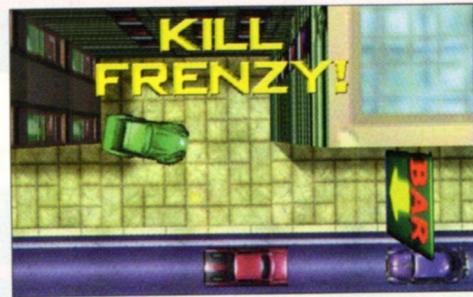
Not so subtle

Playing the role of your typical garden variety gang member, it's your job to keep the streets of your city free from the influences of social stability. To assist you in this aim, the local Gangland bosses delegate missions to you and this is where we can say goodbye to any hint of 90's Political Correctness. Ranging from car theft, you'll soon graduate to tasks such as assassinating the local police chief because he wants a larger bribe and the classic "My Brother has found out I'm banging his wife, go waste the Son-of-a-bitch". Well...um...delicate this game ain't. All of the numerous missions gain you points, with the ultimate aim of graduating to the next city

(level). To keep things non-linear you get points for all sorts of "Activities" along the way that you can undertake at any time. Running over pedestrians in that stolen sports car of yours gains some street cred. Arming yourself with a machine gun, and creating havoc downtown is also considered a beneficial activity. Causing a vehicle to explode, then watching the firetrucks and ambulances arrive and... you guessed it, taking aim at them as well. It's fun, but in a guilty way I suppose. Committing such crimes might give you the points required, but it doesn't put you on friendly terms with the local Constabulary. The more chaos you instigate, the higher your "Wanted" rating goes and soon enough it's time for high speed pursuits and road blocks. Be warned, the police shoot back, and some pretty nifty driving skills are needed. Good taste aside, you can always fire back at the Cops and hijack their cars.



When PCs aren't PC



Smash into the firetruck, murder the fireman & take off through a shopping centre spraying pedestrians. By gamers, for gamers? We think not...

No lessons here...

All of the graphics are presented as a bird's eye view of the city, which looks simple but gets the job done. Control consists of running around the city finding weapon power-ups in crates and then simply standing in the middle of the road and hijacking whatever car takes your fancy. Steal a family sedan and the performance is adequate, borrow a road burning sports car and it's time for powerslides and high speed traffic weaving.

For a while GTA is fun, experimenting with the different cars and being a naughty criminal type with no ramifications past your computer monitor. Soon enough though, it becomes a case of "Drive around, steal/shoot something and then drive around some more". Even with

the bonus of support for 3DFX accelerators and a terrific Techno/Rap/Country music CD soundtrack Grand Theft Auto is a short term experience.

Pete Sharpe

65%

Category	Action
Players	1-4
Publisher	BMG Interactive
Price	STBA
Rating	TBA
Available	November

For It's fun for a while, being an agent of chaos. Offers potential for Multi-play mayhem.

Against Too much driving in maze like environments, made worse with an absence of a radar map.

Need P90, 16MB RAM, DOS/WIN95.

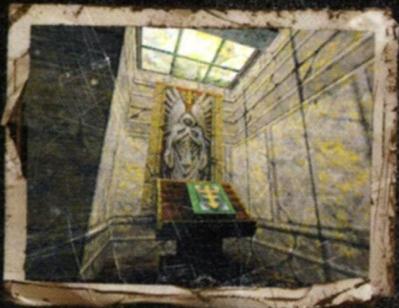
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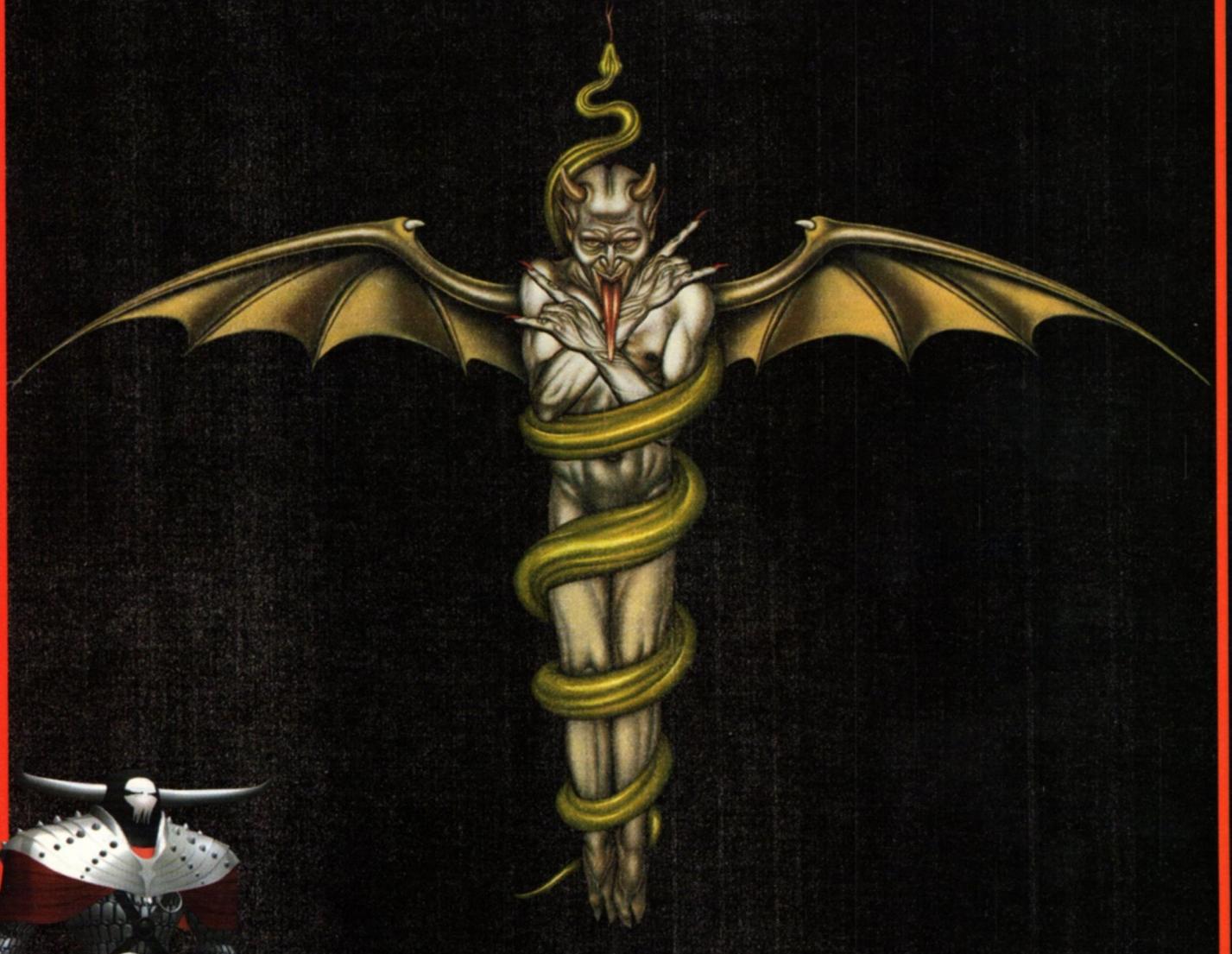


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HEXEN III





SABRE ACE

Strap in for a trip back down memory lane to the last of the piston powered warbirds, the first conflict where the jet engine dominated the sky, and to where dogfights were guns, guns, guns all the way!

Virgin Interactive is soon to release a 3D accelerated Korean War flight sim, Sabre Ace. The game provides the standard set of options on its Main Menu such as Training, Missions, Custom Flight, Quick Flight, Multiplayer Options for modem, null modem, network and Internet play.

Mission Flight is a Campaign concept, and gives you the option of flying Allied or Russian aircraft (the North Koreans/Chinese employed the Russians as advisors during this war). Mission Briefings are simple, but probably quite representative of what was given at the time. Flight commences as a Wingman in a Mustang, then as you successfully completed each mission, you eventually go to the F86 Sabre or F80 Shooting Star. If you are flying a Russian aircraft, you leave the Yak9, and go to the MIG-15.



It's what we all yearn for; a time when the Russkis were the bad guys. Sure, you're flying over Korea, but they're Russian planes

Real time

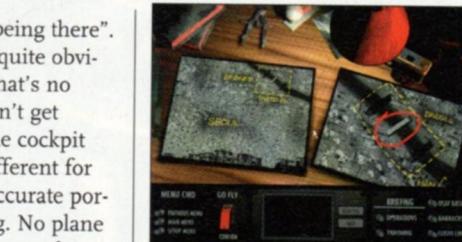
The game has no Accelerate Time function, so I had to fly every inch of each mission, in formation with up to 10 other aircraft. This took up to 1 1/2 hours a mission, and even with my Thrustmaster throttle, stick and pedals, this was a mentally demanding task. The time waste was enormous, but the skill required to stay in formation gave you the feeling of really "being there".

The missions were quite obviously "canned", but that's no criticism. I just couldn't get through them all! The cockpit graphics are great; different for every plane, and an accurate portrayal of the real thing. No plane had rear vision mirrors, and although radar was well and truly invented by the 50s, I don't think it was sufficiently advanced to identify targets by type beyond visual range! The air is a dynamic battlefield, with many other enemy and friendly missions concurrent with yours.

Must get 3Dfx...

I fired the game up initially with my S3 graphics card and was very disappointed. But luckily, I got my hands on one of the new Dragon 1000 3Dfx cards, and this bought the game to life; just check out some of the terrain shots! Once in the air, and up above 2,000 ft, the terrain graphics are beautiful and crisp. Below 2,000 ft, this game suffers the same problems as iF22; all definition is lost, and it really is quite poor in areas away from targets or airports.

The flight model seemed bordering on sluggish, much like that of F14 Fleet Defender. I believe a Mustang would have been more maneuverable. I know the MIG-15 was much more agile than the Sabre, and it



Impressive and realistic cockpit views and decent battle action

was frightening.

Overall, 3D games herald the things to come in the world of flight simming.

Maj. Ian Lindgren

82%

Category	Flight Sim
Players	1-8
Publisher	Virgin Interactive
Price	\$TBA
Rating	G8+
Available	November

For 3Dfx terrain at high levels and target areas is brilliant. Formation flying and comms between aircraft makes you feel part of the war.

Against Low level terrain graphics and explosive effects are poor.

Need P133, 16Mb RAM, 4 X CD

Want Direct 3D hardware acceleration, 32Mb RAM



Aviation

Enthusiasts Corner is both an excellent resource for data on classic warbirds, as well as a great launch pad for other sites via its links.
<http://aeroweb.brooklyn.cuny.edu/air.html>

SUB CULTURE

PC CD-ROM



ONCE YOU DIVE INTO ITS DEPTHS,
YOU MAY NEVER RESURFACE.

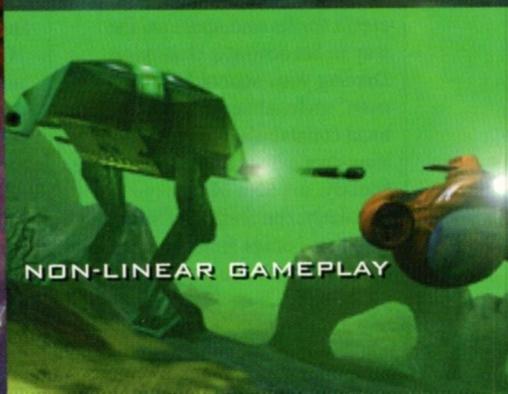
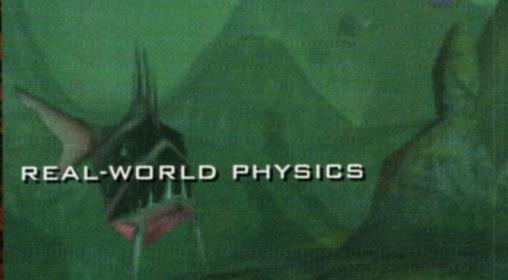
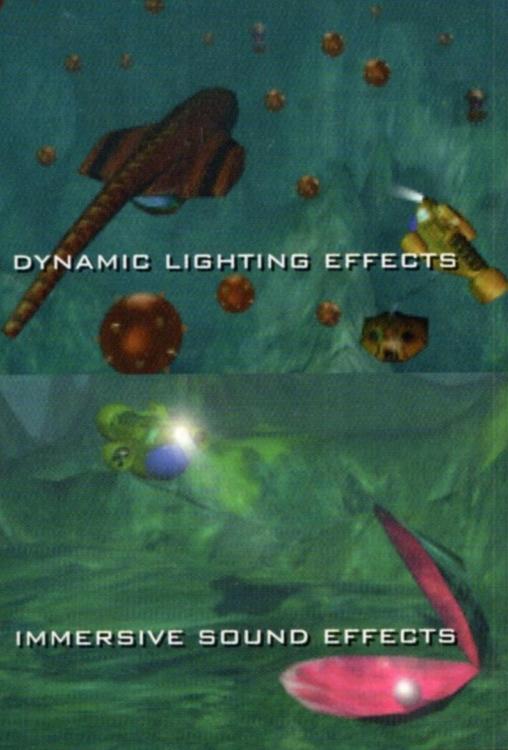
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Designed for
Windows® 95



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INCREDIBLE 3D GRAPHICS

DYNAMIC LIGHTING EFFECTS

IMMERSIVE SOUND EFFECTS

MISSION-BASED OBJECTIVES

REAL-WORLD PHYSICS

NON-LINEAR GAMEPLAY



IGNITION

It's a brave developer that makes a top-down racer in a world of 3D accelerated simulations. Hooray for Virgin then, for this is truly excellent.

There are a lot of games and a lot of reasons for playing games. One of those reasons is probably enough to make Ignition a success, but it's hard to be sure. This is driving. No tricks, no strategy, no plan of attack. Ignition follows the tradition of countless arcade racing games, with thrills, spills and absolutely no reason to touch the break pedal.

Birds-eye candy

The first thing that hits you about the game is that it looks fantastic. For those without the latest 200MHz Pentiums and/or 3D accelerators, resolution standards in a lot of games are disappointing, but Ignition is one of the smoothest and most visually impressive games on the market for most machines. A real 3D environment lends a fantastic feeling of real weight to the car - even in the unnaturally impressive 320 x 200 mode. And although the perspective is birds-eye, the sensation of speed as you skid maniacally into a corner is remarkable.

There is no story-line apart from your obvious desire to complete the races in order and in better than third place to qualify for the next round. From Moose-Jaw Falls high in the Rocky Mountains, to Snake Island and beyond, the technical achievements of the track creation are apparent. But you're left wondering whether its enough. The game isn't immediately mastered, but it doesn't take too long till you're winning races consistently, and looking for a challenge.

Paddock thrash

That is not to say that there aren't thrills and spills on the way to becoming a champion. Driving your school bus "Ottoman" style, at 140 mph into the local constabulary and sending him over a 200 foot cliff is, quite frankly, my idea of fun. Similarly, the feeling of satisfaction that comes from forcing an opponent into the path of an on-



Great, pure fun, fast and simple arcade style racing. Nothing wrong with that at all

coming train before taking the chequered flag is all too rare in the real world. Not in Ignition. This is seat of the pants racing, where contact is more often than not constructive, and conservative driving is treated with the disdain it deserves.

Throw the car around. There is no death here, only the shame of an ordinary performance. The only way to avoid a boulder spat from the mouth of a lost Inca temple is to slap the navigator and hit the turbo.

Once out of the beginners 'novice' mode, the AI on the opposition cars is exceptional. Deliberately sent gorge-jumping once too often to be in contention, the odd expletive will no doubt escape your lips. As always, when the opposition is another human being the thrills

(and the language) move to a whole new level.

Split-screen smooth

The multi-player is a happy player. As a network game, Ignition really comes into its own. Unfortunately, not all of us have the luxury of multiple-PC hook-ups in our house, or even access to the Net, but Virgin haven't forgotten that once in a while a mate might drop in. A game that can be played by two people on the one computer is a good idea, and it's a factor that weighs heavily in Ignition's favour. The split-screen mode runs as fast and as smoothly as the solo game, and while some of the drivers view is reduced to allow the split, you can now experience the thrill of creaming the guy, or girl, sitting next to you.



<http://www.vie.com>
Virgin's main site - but not a word about Ignition at the time of going to press. We're sure they'll have something up soon...

Fast, furious, and, for a while, fun. Ignition doesn't try to be everything. Still, there is something to be said for doing what you do well.

David King

81 %

Category	Arcade Driving
Players	1-6
Publisher	Virgin
Price	\$79.95
Rating	G
Available	Now

For Great quick buzz. Does not require hours of time or top-end system to look great. Multi-player capabilities are a real bonus.

Against Once you're good, you're good. There's not a whole lot of depth to the challenge, just keep practising.

Need P100, 8Mb RAM, Win 95/DOS, 2xCD

Want P133, 16Mb

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WORMS 2 DEMO FROM
WWW.WORMS2.COM
THE WEBSITE FOR ALL THINGS WORMY

WORMS 2



rotten 2 the core

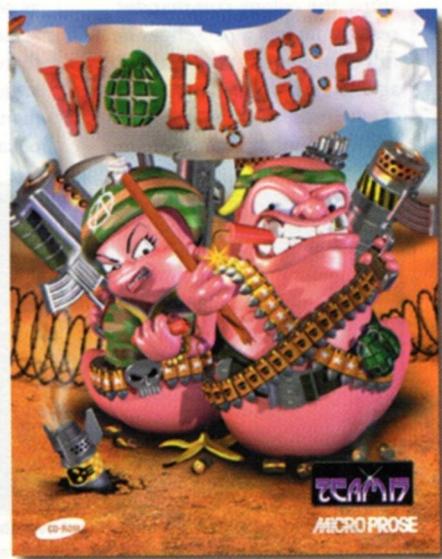


CD-ROM

MICRO PROSE

Worms 2. Bad apples
in a barrel-load of laughs!

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Plus

<http://www.sierra.com/titles/outpost2/site/index2.html> is the Outpost 2 home site where you can get the most up to date info on the game, download the latest demo (with two exclusive, demo only levels) and register with Sierra to get news of any patches or extra missions that may be on the way.

OUTPOST 2

The original did massive short-term damage to Sierra's reputation. Now they're having another go....

Many people may consider the release of Outpost 2 to be an act of bravery on the part of Sierra, considering the great well of indifference created by the original title. Outpost 2 basically throws the original colony building game onto the real-time strategy bandwagon, a largely uncluttered sector of the gaming market... NOT!

The story goes something like this: Earth undergoes environmental collapse, rich and powerful buy their way onto colony ships, the colony commander realises he has a passenger hold full of useless, fat old real estate agents and jumps ship. Ship crash lands on barren, hostile world, colonists fight over who

uses up hot water every morning, colony splits in two - providing perfect scenario for real-time strategy computer game. And there you have it! In the game world one side, Eden, favours terraforming while the other, Plymouth, would rather learn to live in harmony with their new environment rather than alter it.

Well, Why Should I Buy This One?

A good question, what makes Outpost 2 different from the current crop of RTS's? For starters, as you might expect from the sequel to a colony building game, there is much more emphasis on structures and their management than in similar titles. Care must be taken to keep all your buildings connected to each other by service ducts (a nightmare in network/internet play). Morale must be kept up with enough medical centres, nurseries and recreation centres to cater to your population and scientists must be trained in your universities. Something else that will impress empire



builders is the size of the maps supported by Outpost 2, they're huge! Easily big enough to allow for very long and ingenious multi-player games. Another interesting feature is the Colony game. Sort of like Red Alert's skirmish game, the colony game pits you and up to five others together to either get into space or gather a preset number of resources before anyone else does.

But What About the Units?

Well, this is where it starts to get a little grim. Outpost 2 doesn't have a great deal of variety in this department. Comparing it to Dark Reign or Total Annihilation in this respect is like comparing Tip Top White with a nice Burgen Rye loaf! The units are mostly based around three different chassis with weapons chucked on top as they are developed. Unfortunately weapon development is rather short, leaving you with only a handful of useful combat units. Basically the tech flow is based on a realistic model and development takes place in small hops rather than the big leaps that occur in most RTS's.

And Now the Really Bad News

Apart from the lack of combat units there are two things that really kill this game. The first

is the terrain. Just when other companies are starting to incorporate true hills, valleys and line-of-sight Sierra go and bring out an RTS with almost completely flat, featureless terrain. We're not even talking C&C here but Dune II! But worst of all, some bright spark at Sierra thought it would be a really good idea to have a time limit to every mission, in the form of erupting volcanoes. I hope he has been sacked. It ruins the whole game as far as I'm concerned, even if O2 had heaps of cool units and 3D terrain, the volcano erupting, lava flowing time limit thing would still make it suck. Later in the game you gain tech that helps to protect your colony, but it still sucks. There is no option to turn it off.

An interesting real time strategy title that hasn't lived up to its' promise.

George Soropos

68%

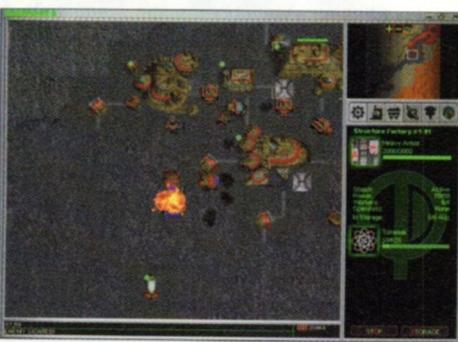
Category	Real time strategy
Players	1-6 (LAN or 'net)
Publisher	Sierra
Price	\$89.95
Rating	G8+
Available	Now

For More colony management than other games of this type, large maps.

Against Time limits, lack of unit variety and flat terrain.

Need P60, 16Mb RAM, 2X CD

Want P100, 32Mb RAM, 6X CD



The good news is that it's an improvement over the original...the bad news is that it's still pretty average

IF YOU CAN'T
FEEL THE RECOIL,
YOU'RE NOT
REALLY
THERE!

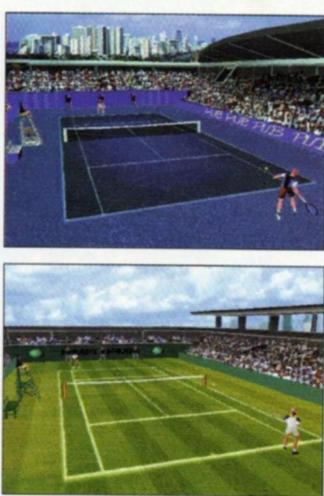
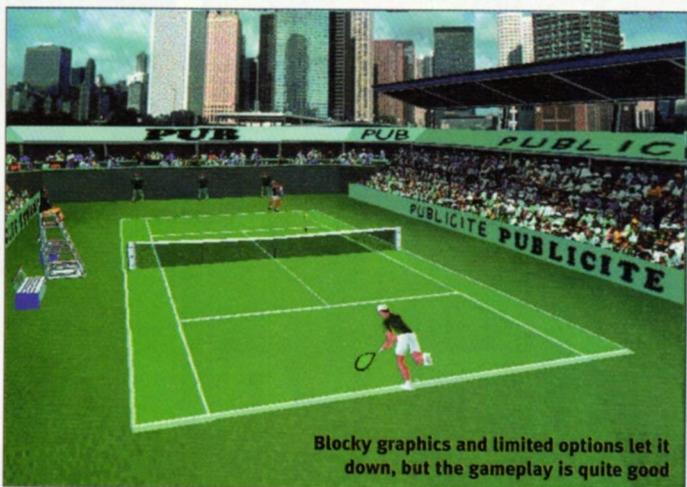
Now you can feel everything from the recoil of your own weapon to the mortal impact of being hit with the new Sidewinder Force Feedback Joystick. For a demonstration at your nearest store, phone 1900 1700 61* and quote ID Code: I015. *Calls cost \$0.50¢, payphones and mobiles charged at higher rate.



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matches that complete with a loss or a lame "You have won" screen. No rankings, exciting playoffs or any hint of gloss and glamour. Better news is the player list, which has a complete set of abilities (speed, forehand, backhand etc) so you can choose the style of player you want. Mind you, big name licensed players seem to have been replaced with generic players in the name of not blowing the game development budget. Apart from the clay, grass and synthetic courts is the sexier Future court which does give an interesting twist. All sorts of specials become available like confusing hologram balls and "Pass the Hot Potato" using a grenade instead of a ball. Guaranteed to add some twitch to your topspin.

A poor tournament facility and drab graphics will not see people going into tennis loony mode over French Open. It is fun to play, and exhibits a well balanced learning curve as you progress through Easy, Amateur and Pro Level. A competent tennis sim that will satisfy when you're in the mood for some volleying and backhanding.

Pete Sharpe

+Plus

The edition of cool elements like 'hand grenade tennis' are a nice touch

www.interplay.com

72%	
Category	Sports
Players	1-4 (IPX Network)
Publisher	1-2 (same computer)
Price	Interplay VR Sports
Rating	\$79.95
Available	G
For	Now
	Good control system, Singles and Doubles play included.
Against	Shabby presentation and graphics.
Need	486DX/100, 8MB RAM, DOS 5.0
Want	P90, Gamepad.

Roland Garros

PARIS FRENCH OPEN

Boom! Poc... Poc... Poc... Poc... Poc... Poc... Poc... Poc... Arghhhhhh! Woooooo! Yaaaaay!

Watching a fuzzy ball get hit over a net hundreds of times is nowhere near enough incentive for me to stay up for those 4am TV telecasts. While Tennis isn't the most exciting spectator sport around, in a strange twist of fate it usually fares much better in digital form (although the last memorable tennis sim I played was Jimmy Connors Pro on the SNES). While Jimmy's foray into the world of the SNES might be ancient history, it demonstrated that digital tennis could be enjoyed by the non-tennis fanatic. Saying goodbye to my SNES quite a while ago due to a terrifyingly large Huntsman spider taking residence somewhere in the cartridge slot, I was hoping that Roland Garro's French Open would get me back into a racket and ball mood.

486 friendly

The 486 minimum requirement might be a welcome relief for owners of the Good 'Ol Days, but the trade off is evident in the poor graphics. The players are blocky, small and rather cheap looking, but at least animate smoothly due to motion capture technology. More annoying is the small court, with far too much screen space being allocated to the crowds and frilly bits around the edge of the court. If all this scenery had been ditched or minimized we could have had a larger playing/court area which would have been appreciated. At least you can adjust the angle of view behind your player, an option not used in many tennis sims of days gone by.

A Tennis game will either stand tall or crash and burn, depending on whether the ball physics and

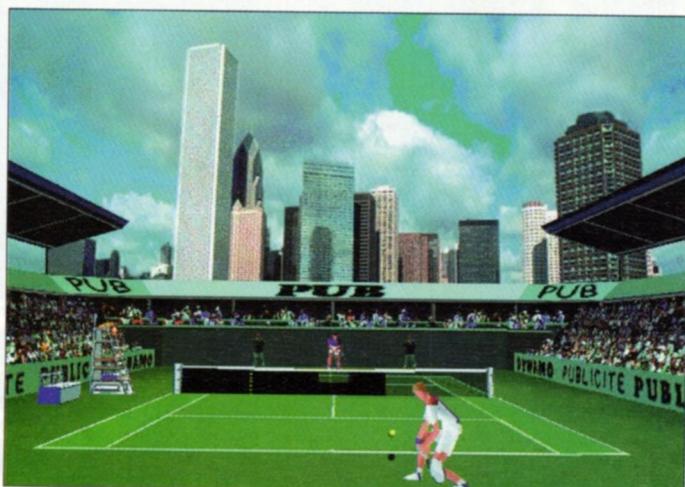


The edition of cool elements like 'hand grenade tennis' are a nice touch

player control possess the necessary quality. French Open gets a tick in both these areas. Only on one occasion did I have reason to check my Newton's theory of Gravity (pocketsize edition) to see if a ball can really bounce, come to a deadstop and then roll backwards. The players move briskly around the court, with no feel of glue on their shoes but for some reason can't dive out wide for that stray hit. This is an oversight, as diving for the ball adds that nice bit of drama in tennis games. Hitting the ball is logically laid out, with two buttons covering Topspin and Slice. The longer Topspin is held down, the further your shot will go. Pressing backwards and forwards on the joypad results in extra shot power, plus the nicely executed lobs. One important note here, don't consider this game without at least a two button Joypad. Keyboard control is abysmal, and should only be attempted by piano players.

Grenade-ball!

A bit of a kick in the guts is the weak Tournament option. Tennis is all about Tournaments, but all we have here are four



We're not sure what it means in French, but playing this game made us want to pop down to the local... wonder why?

MIX THE TACTICAL GENIUS OF A NAPOLEON WITH THE TERROR OF AN ATILLA THE HUN AND THE WORLD WILL BE YOURS.



In Age of Empires, your challenge is to develop one of 12 ancient civilisations (including Egyptian, Greek and Roman) from tribal beginnings to the machinations of world domination in 10,000 years of real-time evolution. But only a brazen attitude and well crafted strategy will get you there. And once you've chosen your tribe, you'll want to explore scenario editor. It allows you to create a personalised scenario or dwell and conquer in factual campaigns. For instance, you may want to re-create the battle between Athens

and Sparta. With rich 3-D graphics and advanced multi-player capabilities, we think Age of Empires is the most realistic strategy game ever created. But we'd prefer the guys from PC POWERPLAY magazine to describe it; "It gets the Red Eye

Award...a combination of the best three strategy games of the past five years and plenty more". It's the world according to you. To locate your nearest stores call 1900 1700 59 and quote I.D. Code: 1015. Calls cost \$0.50¢*.



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BEASTS & BUMPKINS

PC PowerPlay
GOLD
90%+

It's funny, it's fun, it's real time strategy and it looks great. You want more? What else is there?

Don't let the innocent sounding title fool you. Beasts & Bumpkins is a game based on good old fashioned sex and violence. Now before that description has you envisioning a 3D action fest starring scantily clad country folk armed with blood soaked pitchforks (Yes! Yes! Yes! Ed.), take a cold shower and think again (Doh!). At last we have a strategy game where building and economic management couple perfectly with exploding cows and sex crazed medieval peasantry.

We love the King day!

As the leader of an exiled community of medieval country folk (the Bumpkins) it's your job to protect them from the terrors of the wilderness (the Beasts) and hopefully over the course of 30 scenarios end the exile of your downtrodden people. Good news is that Beasts and Bumpkins uses a dynamic real time environment. As you construct a village for your subjects, they fetch water, collect eggs and obey your tasks with endless loyalty all before your eyes. The complete cycle from birth to death is always before you, complete with the weather effects of the four seasons. Curse that frosty winter, it makes people hungry and the cows cold. These god-games are still as compelling as the days when Populous launched the genre. There's just something compulsive about having a community totally dependent and reactive to your decisions.



Feed your people well, give 'em some nice houses, and watch 'em bonk themselves silly!

The widow-maker

On the first few levels, things are simple enough with just the basic prosperity of your village being your only concern. Construct chook houses, a dairy farm and a bread mill so all of your townsfolk have a healthy diet. A steady supply of new cottages is vital for your population's growth. Given all the right elements, your citizens will (very) happily shame rabbits in the rumpy pumpy stakes. Comments such as "How about



some rough and tumble" followed by a run into a nearby cottage soon result in the cries of a new born baby. The Bumpkins pay you for all of life's good things, which allows for the building of social amenities, and thus the village economy is modeled. The "They pay, you build" system works, but a well balanced hand is called for. Charging too much for food will create unhappiness and eventually kill off your people, but being too generous could ruin your building program into the ground. Later missions involve more than just Build-Food-

Happiness-Sex, your people must vanquish enemies and conquer the surrounds. This invokes the use of Guilds, especially of the military variety. Enlist some of your men into the service, and they are set to explore the mysterious wilderness and hopefully not get killed. The



There's plenty of depth and variety in the missions. This is a winner

problem is that soldiers don't indulge in carnal activities, thus leaving your village a bit under populated. Many a time did I get carried away with a

military campaign, leaving a village populated by widows who grew old and lonely leaving a ghost town - what fun.

Little bit faster now...

Playing through the game reveals a whole world of new building technologies and challenges. Wizard Guilds, Churches and the much maligned tax collecting Town Hall are just some of the many projects that can be undertaken. A problem does exist in the lack of a speed adjustment option. The villagers move around very rapidly, and things do get frantic when you're learning the ropes. This isn't a major concern as the pause feature allows you to not only examine all of the social and economic



Plus

stats, but initiate building projects at your own pace. I'm completely addicted to Beasts & Bumpkins, every element comes together so well. The easy to use interface, the variety of missions and without a doubt the involving strategy entwined with a unique personality.

Pete Sharpe

92%

Category	Strategy
Players	1
Publisher	Electronic Arts
Price	\$89.95
Rating	G8+
Available	Now

For Gameplay that finds the sweet spot between keeping the player busy and overwhelming with activities.

Against No multi-play. Weekends with family and friends, forget it, you'll be playing this.

Need P90, 16Mb RAM, WIN95

Want P133, 32Mb RAM



HELMETS, FIRE RESISTANT SUITS & SPARE UNDERWEAR NOT INCLUDED.

Your heart pounds as you wait for the starter to drop his flag. It drops. Tyres spin. You're away.

It's halfway through the first lap. You're leading. By how much? A quick glance at your side mirrors tells you – two car lengths! You quickly get advice from the pit manager via the in-board computer. The needles on the authentic dashboard are waving in the comfort zone.

You stomp on the accelerator. The cheering crowd and landscape are so realistic because of 3-D acceleration and MMX technology.

Lap 15. Your arms are getting tired

because the Force Feedback Pro Joystick creates the physical reality of racing.

Two cars overtake you through the chicane. You've forgotten that multi-player allows you to race up to seven other drivers.

One hairpin to go. You know how to take it. You've seen others master it. The track has been electronically surveyed to within 10cm of the real thing using Global Positioning System (GPS) technology.

The chequered flag is out. Let the champagne flow. To locate your nearest stores call 1900 1700 63 and quote ID code 1015. Calls cost \$0.50¢*.



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ODDORLD: ABE'S ODDYSEE

PC PowerPlay
GOLD
90%+

Just another platform game? Cease those thoughts this instant, for this is something really special...

Oddworld: Abe's Oddysee is one of those kind of games where the quality of the graphics - both the still backgrounds and animations - is so high that you get hooked into the adventure straight away - no holds barred. That's high enough praise already, and this is where a game of this kind can take two directions. The more beaten track is the one where the graphic splendour starts to wear thin (after all, graphics aren't everything), revealing standard gameplay (or worse) that for lack of originality is often forgotten about a few weeks after you give up on it. The other, more rugged track that this kind of game can take is that where the gameplay continues to display the brilliance of the graphics. Not only that, but it often displays plenty of character and has a level of addiction that renders the player hooked and totally sapped in. Abe's Oddysee looks amazing, sounds wonderful and plays even better.

Soylent Green is people!

Abe is a Mudokon - one of the many strange inhabitants of the very odd world of, er, Oddworld. Working at the massive Rupture Farms food processing plants, Abe stumbles across the main ingredient for the recipe of the next big thing from Rupture Farms - his own flesh! Given that most of the other Mudokon (and Abe's friends) are slaves at Rupture Farms, Abe takes it on himself to not only escape Rupture Farms, but to help free his fellow Mudokon as well.

This is where the adventure game begins. I say this not only to give you some background info to set the scene,



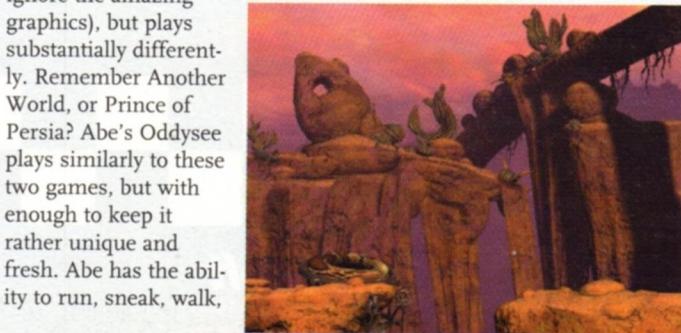
From the first time you hear Abe say "Hello" you're hooked, and with gameplay as good as this, that's a good thing

but also because Abe is one of the few games around where the rendered cut scenes blend smoothly with the gameplay sections. One minute you're watching one of the many cut scenes that beautifully tell the story and introduce new gameplay elements, and the next you're actually guiding Abe around the screen. Now would also be a good moment to mention that Abe's is in fact a puzzle/platform game. It takes the appearance of a typical 2D platformer (if you ignore the amazing graphics), but plays substantially differently. Remember Another World, or Prince of Persia? Abe's Oddysee plays similarly to these two games, but with enough to keep it rather unique and fresh. Abe has the ability to run, sneak, walk,

jump, climb and duck through Oddworld. With plenty of baddies armed to teeth in his way, Abe is going to have to use all his skills and creativity get past them and onto freedom. To this end, Abe can also possess the body of one of the many enemies blocking his way. Abe can also hide in shadows, and use his many vocal abilities to progress through Oddworld. Abe's Oddysee is one of the few platform games that makes use of real-time speech in standard play. Abe can greet people or get their attention, ask them to follow or ask them to wait. He can also whistle in two different ways, give an angry growl, laugh and even fart. Yes! Farting is put to great use in Abe's Oddysee! To get past many of the guards and obstacles, clever use of vocal (and other) abilities is vital.

Best ending ever!

As far as gameplay goes, the puzzle aspect is much more prevalent than the platform flavour. Given infinite lives, Abe's is much a game of using your noggin to get through a section of the game - trying different strategies over and over till you succeed. Experimentation, and obviously death, is a big part of Abe's, but as is immense satisfaction. The difficulty increases in notches as you progress, as the



entertaining story unfolds before your eyes.

While the visuals and story can be rather dark, Abe himself is sort of lovable in his own kind of way. As for the game, very few will be able to resist the temptation to make finishing the game a major priority. It's that good.

March Stepnik



90%

Category	Puzzle/Platform
Players	1
Publisher	GT Interactive
Price	\$TBA
Rating	M15+
Available	Now

For The stunning graphics - Abe makes great use of rich and detailed backgrounds, and there's enough of a variety in them to prevent de ja vu. Gameplay is damned addictive, and very satisfying

Against The repetitive nature of the game will put off some, as will the seemingly sensitive issue of puzzle timing - sometimes you may stumble on the right sequence but give up because the timing is off

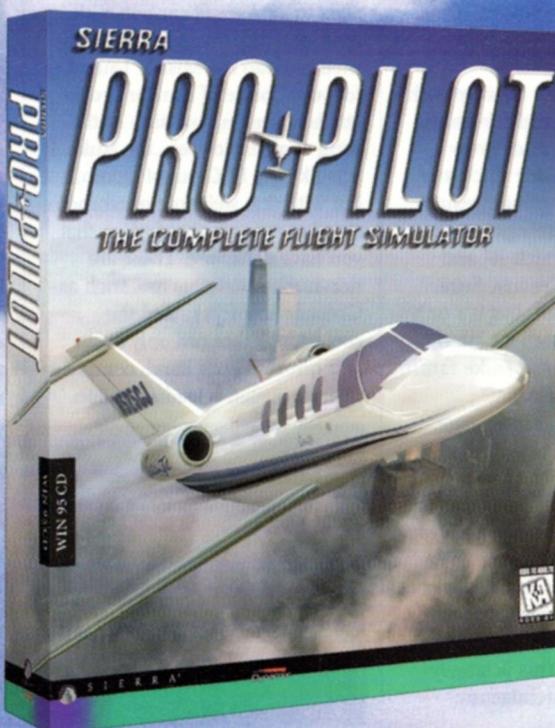
Need P150, 32MB RAM, 8x CD

Want That'll do



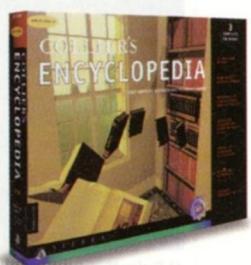
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TO CHANGE THE WORLD.
JUST A SMALL PART OF IT
CALLED THE SKY.

Sierra Pro Pilot *is* the
Best Flight Simulator you can buy!



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SHADOW WARRIOR

The last showing of the Duke Nukem Build engine is easily the best yet.

With the world of First Person Shooters well and truly utilizing True 3D engines; a la the Quake engine, the question is often asked why do 3D Realms persist with the older Duke Nukem Build Engine? The answer probably lies in that they have a top secret Kick Ass Engine under development (Prey) and the fact is the Build engine can still deliver top notch action. Shadow Warrior is the latest (and probably last) of the Build games, and exemplifies all that is good and bad with the legacy of Duke Nukem 3D.

It's funny!

Shadow Warrior's kinship with Duke is apparent right from the start. Wisecracks, and throw away one liners come thick and fast. Answering a phone results in "Hello is your refrigerator running...Better catch it" and that's only one of many. Sure, it's corny to the hilt, but it's only one part of the excellent attention to detail that the Duke family of games showcases.

As Lo Wang, you can operate radio controlled cars around a track, play that silly looking Japanese Pin Ball game and most useful of all summon up a mirror copy of yourself by squeezing some bodily organs found along the way. The level design contains lots of surprises, and is a distinct step above Duke. This is largely due to enhanced architecture

(rooms above rooms) technology, and the cool ability to drive vehicles around - well vehicles, as in the occasional Tank/Go Cart hybrid that appears on certain levels. Hop in one of these babies, and you can not only blow away your enemies in style, but run them over as well. We desire maximum carnage in these games, and only the most Testosterone inspired, Arnie derivative, kick ass weapons are going to do the job. Shadow Warrior gets a 110% in this area, from swords and Ninja stars to an Assault cannon with built in rapid/single shot firing modes. Grab the Missile Launcher for your choice of standard rockets, heat seeking missiles or the King of all explosives...the Nuke. It acts like the BFG out of Doom, but with that welcome mushroom cloud giving you that feeling that you have done well. There are non-nuclear delights too, such as Grenade Launchers and the coolest look that can only be an Uzi 9mm in each hand, complete with on screen reloading action.



A gun totin' kick ass gore fest, let down a little by the 2D, blocky monsters

A game of love

Being a well armed fellow, your enemies are a plenty and they mean business. Evil Ground shaking Sumo's, bondage women that are loving in the best sense of the word and Ninja's armed with rockets and guns ahoy ensure that you'll never feel lonely. Shadow

Warrior has pushed the difficulty notch up, with monsters inflicting higher damage than your friendly Pig Cops dished out to you in Duke. Unlike Quake, Shadow's bad guys actually wander about more and will often duck and sidestep your attacks. It's a quality feature, but here we come to Shadow Warrior's link with the weakness of Duke's legacy. The monsters have that cardboard cutout flat appearance and are poorly animated, they frankly look like crap when you get that blocky effect up close. A 3DFX patch should be out by the time you are reading this, here's hoping it radically improves the monsters.

Shadow Warrior is a cartoon blood fest, and it's fun. Poor looking monsters aside, the action delivers the goods and it would be very difficult not to extract some good times out of this game. In saying that, it's not radically different to Duke and the gang but it is the best of the Build games.

Pete Sharpe



If Duke Nukem was like an Arnie movie, then Shadow Warrior is like a John Woo movie - which is a damn good thing

+ Plus



80%

Category	Time to kick some
Players	1-8
Publisher	3D Realms
Price	\$89.95
Rating	MA15+
Available	November

For Mayhem Headquarters, Level Editor included and some interesting multi-player maps.

Against It's Ninja-Duke, and the similarities will remind you of over a year ago.

Need P75, 16Mb RAM, DOS 6.22

Want P133 and a sense of humour

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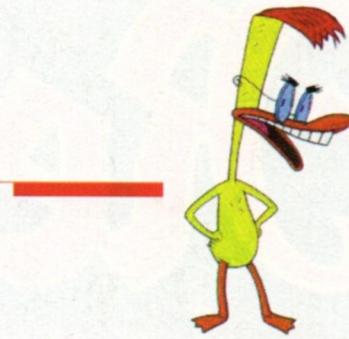




DUCKMAN

The legend of the fall

Duckman! It's Duckman! In a game! Yes! Go Duckman go! We love ya fella!



It's one of the vanguard of 90's adult oriented cartoons, along with the Simpsons and Beavis and Butthead, that showcase just how powerful (and hilarious) the medium can be both as a form of social commentary as well as general entertainment. Chock full of in-jokes, self-reflexivity, and depictions of base human emotions in a more lifelike manner than most other television shows, Duckman has been sadly missed from my screen since it disappeared earlier this year. But now salvation is at hand, for the obnoxious little yeller feller with the beak and no pants is back - this time on a computer screen.

A starless night

The good news is that it's almost as funny and entertaining as the series, but the bad news is that the voice-actors don't appear in the computer game. In the television version, Jason Alexander (who plays George on Seinfeld) gives voice to Duckman, with a host of other



(top) Fluffy & Uranus - care bears from hell (below) Duckman in the spa

celebs taking the part of the other main characters, including Dweezil Zappa, Nancy Travis and Tim Curry. The voices for the game, though they are noticeably different, are very close to the original actors, and this doesn't detract from the gameplay all that much.

But what about the game? Well,



it follows a plot that fans of the show should feel at home with, suitably silly and hilarious, with Duckman's self-deprecating humour and sharp one liners in

almost every scene (Duckman about his twin sons: "they make my heart swell like Pamela Anderson's chest in front of an open fire"). It begins with Duckman living (his idea) of a life of luxury; In a spa with two... ladies of the evening... and an obsequious wetback serving drinks at his command, living the high life off the residuals from his top rating show, 'Duckman'. All is not well, though, and Duckman soon learns that he has been replaced on the show by a new, sexy, fit, smart, well endowed, and kind natured Duckman (in short, his complete opposite) who, through his talking doll dispenses such sage advice to the kiddies as 'obey your parents, or I'll hunt you down and crush your windpipe'.

Duck in hell

It's from this point that things start to go downhill for Duckman, and this is where the game kicks

in. Your task is to point Duckman in the right directions as he tries to regain his (perceived) position at the top of the Paramount star ladder, dethroning the New Duckman in the process - who is of course, all part of a cunning plan by King Chicken to screw Duckman's life completely. Along with the help of his long suffering sidekick, Cornfed and the two care bears from hell,



Fluffy and Uranus, you guide Duckman through a series of scenarios that become more and more bizarre. In terms of gameplay, there's nothing new for the genre - control is purely through the mouse, with two modes available at a click of the button. One is for questioning, and the other for action, as well as an inventory of items you collect along the way. It's the usual click on whatever look likely, and figure out which item you need to get from there to get the next, and so on, and solve the odd puzzle or two along the way. For me, though, the gameplay elements were secondary to the humour, the plot, and the actions of the characters - and in this case I don't think there's a lot wrong with that. Certainly don't buy this game expecting to be amazed at the revolutionary use of the GA genre, or expect mind bending puzzles that will involve you for hours on end, or jaw dropping graphics. For fans of the series though, Duckman is a very pleasant game to watch, and has some pretty good gameplay elements as well.

Gareth Jones

PLUS



<http://duckman.msn.com/promo/default.htm>



King Chicken, Duckman's nemesis with his luverly pompadour

73%

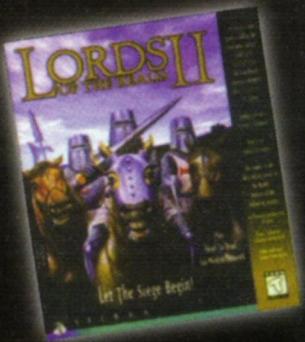
Category	Graphical cartoon adventure
Players	1
Publisher	Playtime Interactive
Price	\$79.95
Rating	TBA
Available	Now
For	November

It's Duckman! It's (almost) authentic! It's funny! You can put Fluffy and Uranus in the blender!

Against Nothing really new in terms of gameplay, and can tend to be a little linear in plot.

Need Win 95, 16Mb RAM, 4XCD

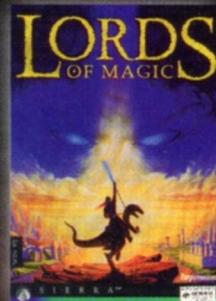
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Front Page Sports Golf

CATEGORY Golf. No Kidding.

PLAYERS 1-Lots (Network/Modem/Internet)

PUBLISHER Sierra

PRICE STBA

RATING G

AVAILABLE Now

NEED P60, 16M RAM, 2xCD

WANT P90, 32Mb RAM, 4xCD, 4Mb vid card

overall

77 %

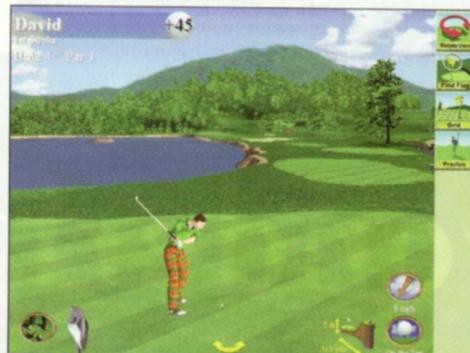
A good golf sim that has tried something a bit different.

Often, the best thing about computer golf games happens when you get to dress your little onscreen golfing guy (or girl). I couldn't wait to try out my snazzy (don't you think that "snazzy" is such a golf word?) combination of lime green shirt with brown pants. Except I couldn't. Front Page Sports Golf doesn't let you choose brown pants! Incredible. Disgruntled, I had to make do with tan instead. Tan pants! Ugh.

Anyway, FPSG is a golf game. It has all the usual golf game "things" - trillions of play options, nice graphics (with a nippy redraw), ambient noises, two

courses (plus a third add-on course bundled in for the Australian release - lucky us), etc. A couple of options did, however, stand out from the crowd as things I hadn't previously seen in a golf sim. And I thought they might be worthy of mention in the following paragraph.

Computer players can be completely customised, for a start. This, I think, is better than the usual difficulty levels. Simply create a few players of varying ability (some crap, some almost as crap), and you'll have a rough guide as to how you're improving. Basically, it should mean that you are always guaranteed of a challenge. The second option will give further assurance of



Style! Pure style!

this. There are two control methods - the traditional Tri-Click and the all-new TrueSwing. With TrueSwing, you pull back the mouse for your backswing, then push it forward to bring your club through and strike the ball. If you think of the bit of the mouse where the cord joins as the club face, you'll be right. I found it worked very well around the fairways, but putting was pretty tough. The Tri-Click is fine, however.

David Wildgoose



Legacy of Kain

CATEGORY RPG

PLAYERS 1

PUBLISHER Activision

PRICE STBA

RATING M

AVAILABLE Now

NEED P100, 16Mb RAM, 4xCD

WANT P166, 200Mb HD space free, gamepad

overall

65 %

Gruesome RPG that can't disguise its simplistic console origins.

Sadly, there are too few games that let you play the "bad guy". Aside from piloting an Interceptor in X-Wing Vs TIE, being the Orcs in Warcraft or Michael Schumacher in GP2, I can't think of any others in which you take that step onto the Dark Side. Now there's Legacy Of Kain to add to that list.

Originally conceived on the Playstation, Kain is a action-styled RPG in which you play a horrible blood-sucking vampire. You're not really nasty, though, because you were a "good guy" killed by some rogues and resurrected as an undead creature of the night. Priority One, then, is to try to escape this predicament. To do this, you stroll around villages and caves, maiming perfectly innocent people and drinking their blood (it actually restores your health). Proceedings are viewed from above and, while it looks okay in hi-res, there's a definite tendency towards everything appearing flat and, well, a bit squashed. The animation is only sort of alright, too.

Despite this, Kain does manage to produce a reasonably grim



atmosphere, thanks in part to the gloomy crypts, the spooky effects, the excellent use of speech from Kain himself, and, of course, the deeply unsavoury nature of the whole thing. I also liked the way Kain can transform himself into a wolf, a bat or a misty cloud. Cut-scenes are superbly done, in both execution (haha) and integration into the gameplay, bringing the story to life in an effective and, it must be said, quite touching way.

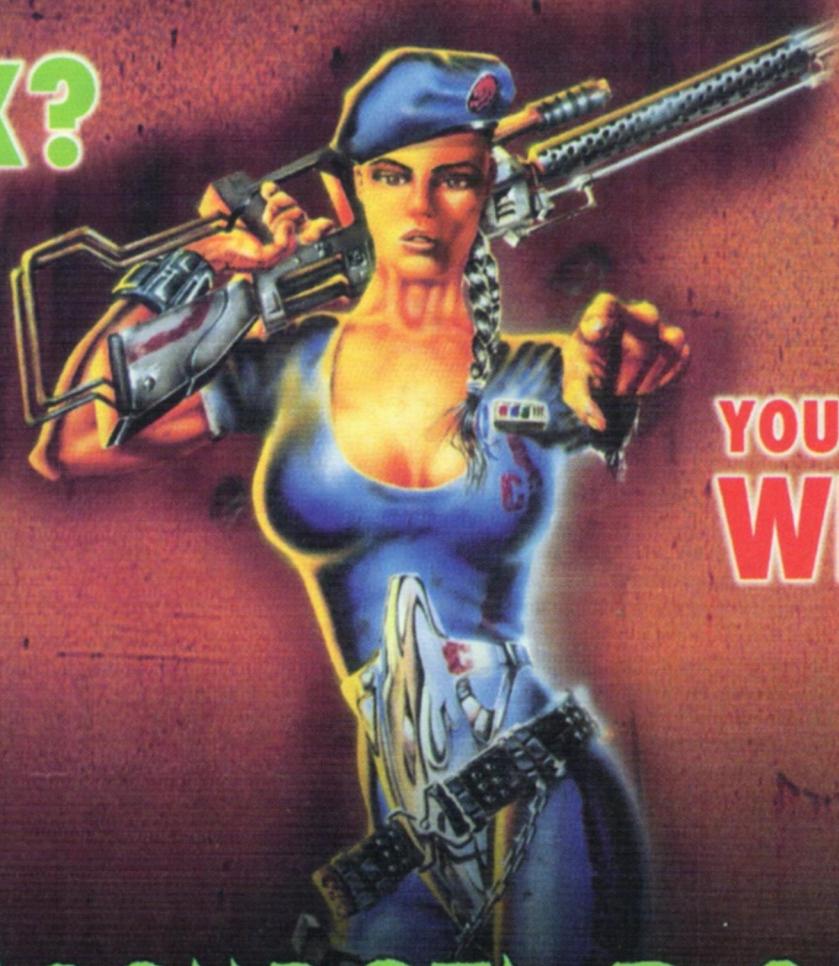
How many litres of blood? Let's COUNT! One!(boom) Hahaha... Two(boom) Haha ha... Three...

Shame then that much of your playing time will be exhausted by chopping down countless numbers of peasants, bandits, skeletons, ghosts, etc, in the dullest, bash-the-Ctrl-key-until-it-dies, way possible. Not bad, all told, but be prepared for some boring sections.

David Wildgoose

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OF THE
DARK?



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King's Quest 2

King's Quest 3

King's Quest 4

King's Quest 5

King's Quest 6

King's Quest 7

Bonus Games
by Roberta Williams



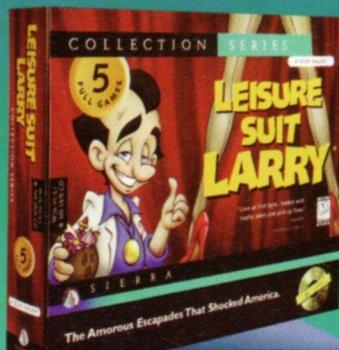
Football Pro '97

Baseball Pro '96

Trophy Bass

You Don't Know Jack Sports

Golf Demo



Leisure Suit Larry 1

Leisure Suit Larry 2

Leisure Suit Larry 3

Leisure Suit Larry 5

Leisure Suit Larry 6

Leisure Suit Larry 7 demo

Bonus Life of Larry book



QUEST FOR GLORY 1

QUEST FOR GLORY 2

QUEST FOR GLORY 3

QUEST FOR GLORY 4

QUEST FOR GLORY 5

Dragon Fire Demo & Soundtrack

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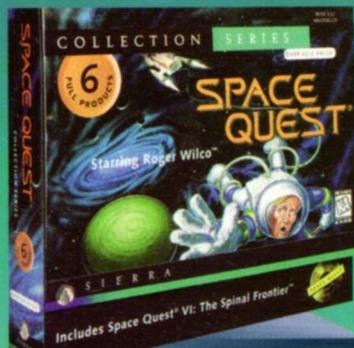
When the first Leisure Suit Larry game debuted back in the 80's, stores refused to stick the risqué game on their shelves. Gamers however, fell hard for Larry's hilarious antics and he's grown to be one of the best-known characters in computer game history.

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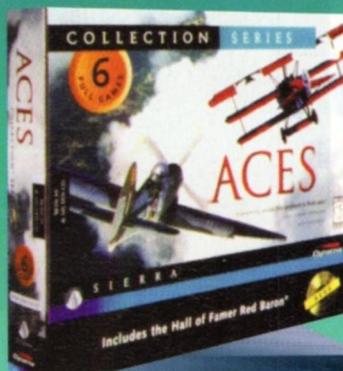


3D Ultra Pinball

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Ace of the Deep

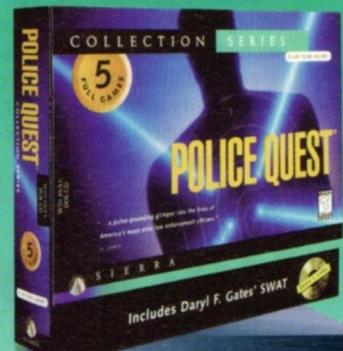
A-10 Silent Thunder

Red Baron I

A-10 Tank Killer

Ace of the Pacific

Ace over Europe



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Su-27 Flanker Mission Disk

CATEGORY	Flight Sim
PLAYERS	1-16 by LAN
PUBLISHER	SSI
PRICE	\$39.95
RATING	M
AVAILABLE	Now
NEED	486 DX 4/100
WANT	Pentium 100, 16 MB RAM

overall
88 %

Detailed gameplay and the ability to run with most options on a 486 DX 4/100. Personally, I love it, it's fast, ultra-realistic and utterly absorbing. Forget about the dated graphics for just one last time!

SI have released a mission disk to Su-27 Flanker, and just like the original game, you'll either love it due to its depth of gameplay, or hate it due to its dated graphics.

The game is an upgrade to version 1.5. If you don't own the original Win95 version, you can't upgrade, but can still play all of the 150 additional missions that come with the CD. Other significant additions are AWACS view, LAN and internet play, but perhaps the best new features of the game come in bundled zip files which contain an Extended Mission

Editor, a Random Mission Generator and a Mission Success Evaluator.

AWACS view gives you total situational awareness over all of the Crimean Peninsula by displaying all enemy and friendly ground and air objects. One look and you can appreciate the whole virtual battlefield! Click on an object, then its heading, speed, altitude etc is displayed. The objects then move as they would as if you were getting a live AWACS feed. The Extended Mission Editor lets you save a mission "world state" at any time in flight. This is impressive in a flight sim because if you like the complexity of the current "world state",



Sure the graphics aren't on par with most flight-sims around, but for game realism & complexity this one beats many hands down

you can save it, fly the mission, then go back and customise it to your heart's content! The end result can be very challenging missions indeed!

Apparently a version 2.0 is somewhere around the corner. From the screen shots I've seen, it looks hot, and we should wait with great anticipation!

Maj. Ian Lindgren



Adventure games can be very engrossing experiences, but they can be darn frustrating as well. The sad tale of Mr Gamer found slumped over the keyboard, the search for that all important but elusive puzzle key involving too many late nights and zilch attention to nourishment. We've all felt the pain at one time or another. Voodoo Kid, comes along and it's very easy on the grey matter, in fact I didn't even skip a meal. Ok it is aimed at the younger generation, but this is no lame poor quality "Kids title". Voodoo Kid delivers.

A bad dream leads to your imprisonment on the evil Baron Saturday's Spanish Galleon. Stopping the ship from reaching the Island of Lost Souls and helping the crew-mates who have been Zombified is all part of the fun. The majority of the game uses the traditional Point and Click method, with some full screen mechanical slider type puzzles appearing from time to time. The puzzles are fairly straight forward, but still maintain that important interactive factor. Anything from rescu-

ing a bar of soap, using a cannon (I won't spoil it) to assembling some food ingredients in the creepy kitchen. The mechanical brain-teasers involve assembling machine cogs by size so as an important device can run again, fix the plumbing so a magical water fountain can flow once more... etc. Kids aged 9-13 will get a kick out of these puzzles, challenging but always fun.

Voodoo Kid is Multimedia all the way, with attractive 256 colour visuals and good voice acting - now that's a change. The storyline does have horror topics, plus weird things like Out of Body experiences and the like. Although the subject matter isn't as creepy as say RL Stein's Goosebumps TV series. Parents don't have to be too concerned with this one, it plays more like

Look parents! This game will make your child (aged 9-13) THINK! And they'll have FUN!

an intense cartoon. If only Voodoo Kid was a longer experience. Even younger novice adventurers will probably complete the adventure in roughly 5 hours. Oh well, it's fun while it lasts.

Pete Sharpe

overall
79 %

Young gamers will find atmosphere, well balanced puzzles and a good storyline - all the necessary adventure game elements.



War Gods

It's probably been quite a while since you've had a waggle on that joystick of yours, well in the realm of fighting games anyway. For whatever cosmic reasons Beat-em-ups have been a rare site in PC land for quite a while now. Sure we've had the odd Mortal Kombat game, but little sign of all singing, dancing wonders like the Playstation Tekken series. Times they are a changing, for not only is Virtual Fighter 2 approaching on the horizon, but (insert deep thunderous voice over) WAR GODS has arrived.

War Gods is definitely painted with a similar brush to Mortal

Kombat. All the elements are there. A cast of wacky characters that consist of the "Humans find magical substance and get turned into Martial Arts Gods" category. Fatalities that involve arcane combinations of button clicks, twirling your gamepad above your head with one hand, beating an egg

with the other and all the time whistling the theme from a Bruce Lee film. Even the classic Mortal Kombat uppercut is on hand, complete with puddles of red stuff. What stands War Gods out is the use of 3D fighting arenas, instead of Mortal's 2D backgrounds. This allows for moving around your opponent, and is a worthy addition for the fighting game connoisseur.

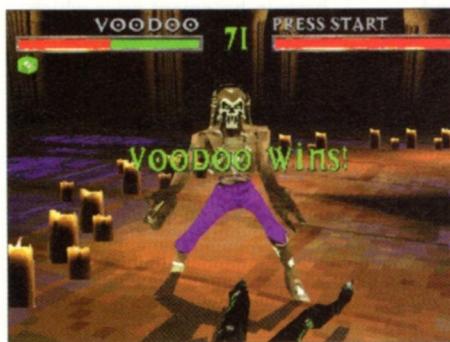
What stops War Gods from competing



The PC isn't exactly known for its fighting games.
War Gods won't change this

with the big boys of fighting games, is it's the lack of move variety. Whilst all the characters have custom special moves, they all rely on the usual generic attacks, such as High Punch, Low Kick etc. This makes for a level of complexity that just doesn't compare with Tekken 2 and the like. Still though, the graphics move well on a P133 and Direct 3D is supported for some very nice framerates and texturing. War Gods makes the grade considering the PC is a virtual desert when it comes to Beat-em-ups.

Pete Sharpe



CATEGORY	Beat-em-up
PLAYERS	1-2 (same computer)
PUBLISHER	GT Interactive
PRICE	\$89.95
RATING	MA15+
AVAILABLE	Now
NEED	P60, 12Mb RAM, WIN95.

WANT	P133, 16Mb RAM, avoid keyboard horrors, grab a 4 button gamepad.
------	--

overall
70 %

A competent, but not spectacular example of Fist of Fury PC style.

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3D Glasses



Moon Buggy '98

CATEGORY Arcade Classic

PLAYERS 1

PUBLISHER Sprint Software

PRICE \$29.95

RATING G

AVAILABLE Now

NEED P75, 16Mb RAM,
Win 95

WANT That'll do!

overall

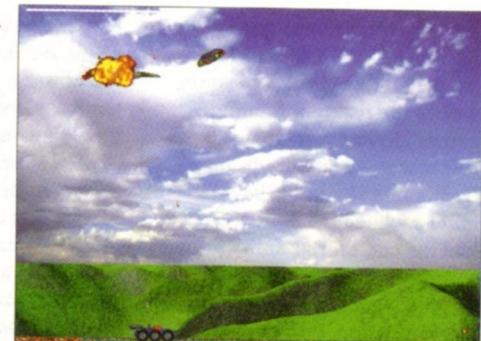
81 %

A fine and enjoyable game at a very cheap price, updated for the 90's with new graphics and FMV cutscenes (which aren't really necessary, but they're nice anyway).

Once again, it's time to take a trip down memory lane, back to a mis-spent youth of afternoons spent at the local bowling alley or arcade parlour surreptitiously scamming the machines with the help of the spark from a gas lighter gun. Yes, it's Moon Patrol (well, they called it Moon Buggy, but it's really Moon Patrol) and it's back! Never an overly complex game in the first place, the 98 edition hasn't changed things much - which is altogether a good thing. You're still driving from left to right along the surface of some

moon for some reason, dodging and blowing up some weird alien ships, jumping lava holes, tanks, minefields and all the same stuff from the arcade classic. It's an updated version though, not a straight conversion, we know this because of the rather spiffy (if completely pointless) FMV sequences that play at the start of each mission. The graphics have had a makeover too, with

scrolling hi-res backdrops and slightly better looking buggies and adversaries. While it is great fun to relive the arcade classics, there aren't all that many people willing to part with 80-odd bucks for the privilege. Luckily for us, Moon Buggy 98 is



Conclusive proof that the moon isn't made of cheese or covered in dust & craters

going to retail for around \$30, a bargain basement price which adds a hell of a lot to the attractive qualities of the game. It's not the kind of earth-shattering release that's going to rock your world for years to come, but there's plenty of hours of enjoyment to be had with it, and don't be surprised if you find yourself saying 'just one more level, and then I'll stop', over and over again. I know I did.

Gareth Jones



Solar Crusade

CATEGORY Rail Shooter

PLAYERS 1-2(Co-op mode)

PUBLISHER Infogames

PRICE STBA

RATING G8+

AVAILABLE Now

NEED 486, 16Mb RAM,
WIN95.

WANT P75, 6x CD

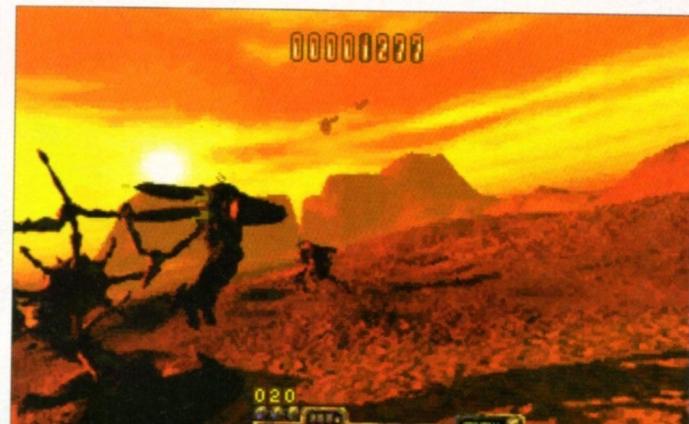
overall

26 %

"Burn baby, burn!" was overhead as I physically torched this CD.

The CD-ROM has become a gamers trusted companion over the last few years. There is a dark side to this whirring little friend of ours though. The true horror that is... The Rail Shooter. Pre-rendered backgrounds that get streamed off the CD, with you armed only with a mouse controlled cursor clicking away. No control over your direction, or much else for that matter. These games are best compared to a nasty viral infection that just won't go away. Even companies like LucasArts and Microsoft have been involved with Rail Shooter travesties (Rebel Assault and Deadly Tide) over the years. It's scary, but Solar Crusade is taking us down this road of despair once again.

Over six main levels (and a few secret ones) you are faced with waves of attackers from yet another space based evil alien empire. The levels do offer some variety in location, from the surface of Mars through to deep space and down to the murky depths of Earth's oceans. But these



change of settings have no effect on the comatose gameplay. Wave your mouse around the screen, clicking on whatever happens to appear in front of you. A featured Multiple Weapon System only involves a different coloured crappy looking laser beam, that has cheap written all over it. The only interactive bit is deciding whether to go left or right every few minutes when a junction is reached. Oh God, it's so boring. In between each mission is a cartoon based storyline, which looks like it might have been

On-rails shooters conjure up memories of dodgy "interactive" theme-park rides. And what bad memories they are

interesting with a game that at least has decent player input.

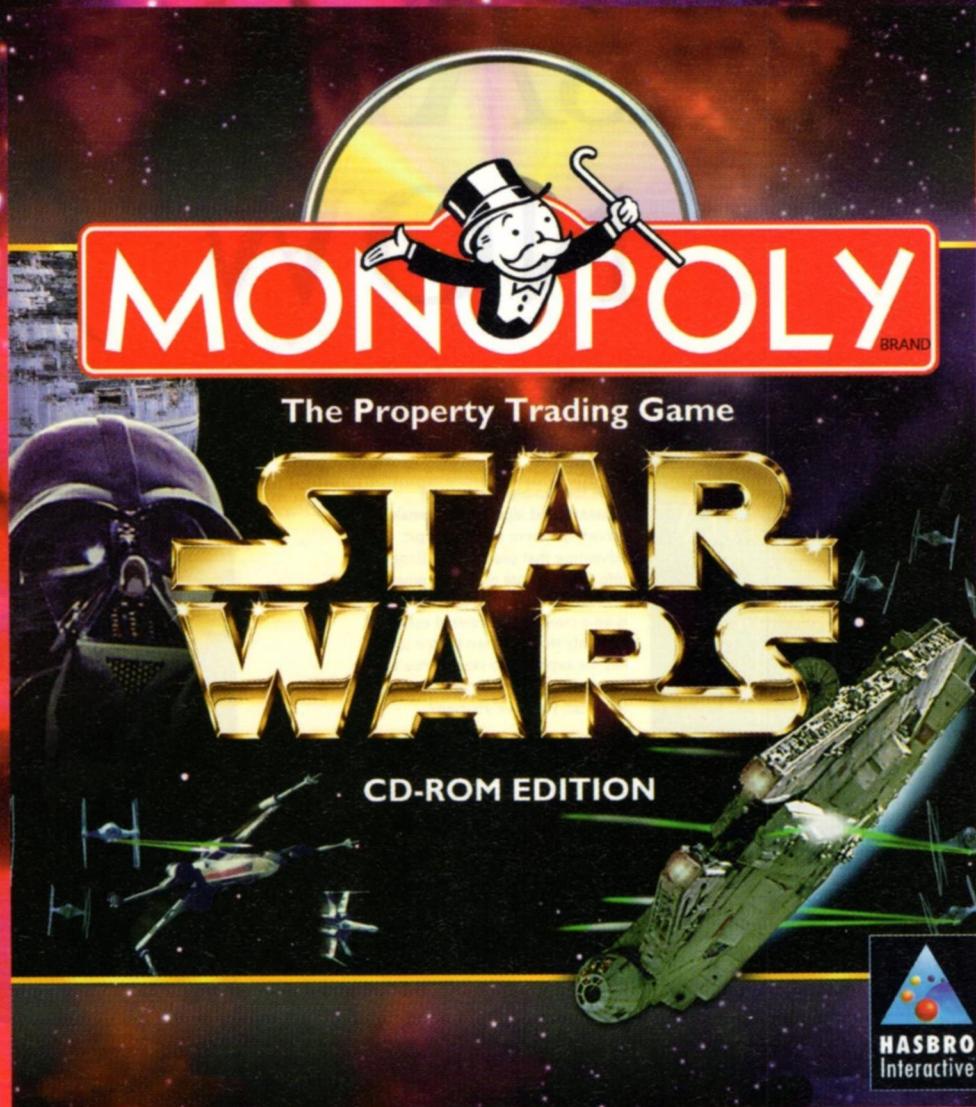
One day in the future, we might all gather torches and implements of pain so as to storm the offices of game producers that turn out dribble like this. Alas we live in a civilized age, so just steering clear of Solar Crusade will have to do.

Pete Sharpe

*In a place
far, far away,
galaxies are
bought and sold,
fleets built,
and old friends
come to life....*

Hosted
by
C-3PO

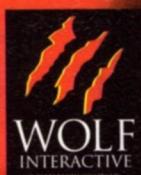
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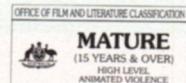
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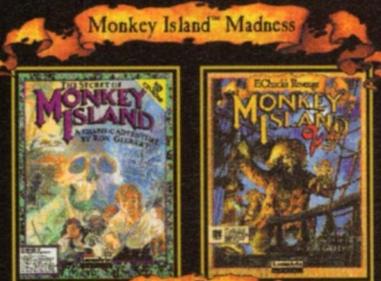
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MONKEY ISLAND™ MADNESS

In the tradition of true LucasArts humour and classic graphic adventures, the Monkey Island series is brought together for the first time to create a truly unique collectors pack. This exciting pack features The Secret of Monkey Island, Monkey Island 2: LeChuck's Revenge™ and a demo of the next adventure in The Monkey Island series, The Curse of Monkey Island™.

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Monkey Island™ Madness

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Island series of graphic adventures.



Real Wild Child

When first we heard of this CD our preconceived misconceptions went to red alert. Fantastic, we thought, an interactive multimedia edutainment CD based on the history of Australian rock... Images of a few scratchy black and white Johnny O'Keefe clips and an over-enthusiastic plug from Mr Meldrum sprang to mind. Bzzzt! Wrong!

From the outset this CD reeks quality. The effort that's gone into this anthology is phenomenal, and gosh darn if it doesn't

make you proud, not only of our musical history, but of the talent behind the CD itself.

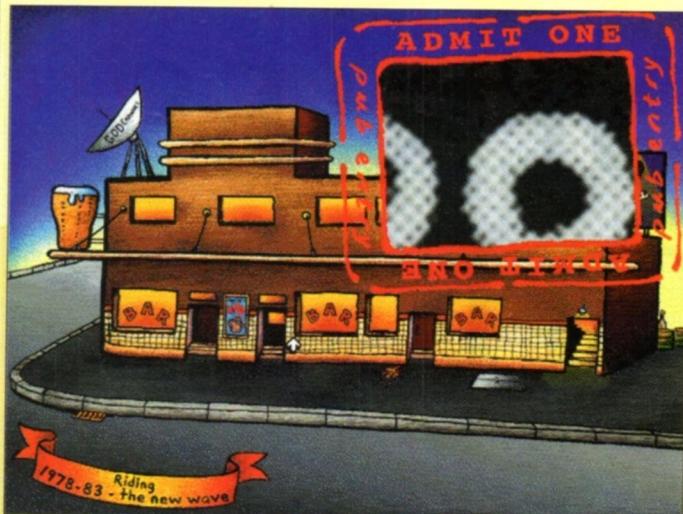
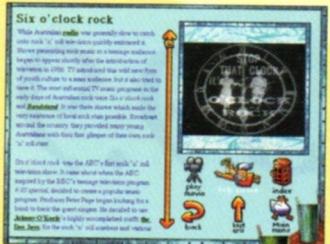
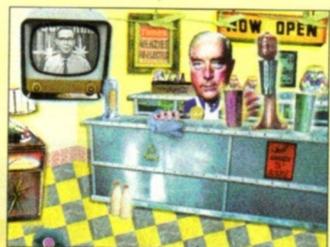
Most of the interface art comes courtesy of Reg Mombassa. It's seriously trippy stuff and sets an ambience that's a pleasure to be a part of. In fact, through the many hours we spent checking this disc out, not a single screen popped up that was anything less than a design masterpiece. There's a big dose of pointless clickables to keep you poking around too, multimedia design-

ers like that, and we do too, if it's done cleverly and with humour. Which it is, of course. All of it, in fact. Real Wild Child is a witty, fresh and original creation.

Usually missing from these good-looking multimedia CDs is depth. An hour or two of clicking around the place and you've generally seen it all. Not so here! Some numbers: 2200 images, over 100 movies, over 200 excerpts from original recordings and a 500 word entry for every band, performer or related topic. That's huge. Value doesn't get any better than this.

Anyone can get into this. The CD profiles the period from 1956 through to the 90s. You'll learn, regardless of your special interest.

This really is a phenomenal achievement. It's not a game, so we're not going to rate it, but apart from the occasional use of JJJ's Michael Tunn for voiceover, it's perfection itself. Do yourself a favour...



Another attempt to make learning fun - they're not fooling us though!

Man of War

"Man of War petitions those aspects of battle many wargames are still dreaming of properly addressing."

Computer Game Entertainment Magazine

"Man of War could be the Horatio Nelson of age of sail games."

Computer Gaming World Magazine

"The graphics are phenomenal!"

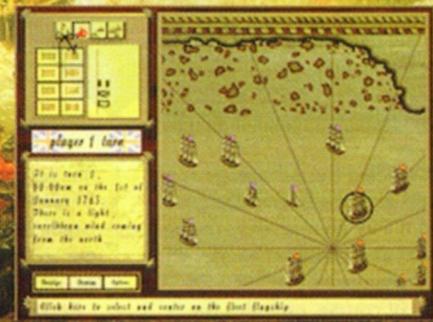
PC Gamer Magazine



Climb aboard for the spectacular high sea battles of Man of War. Set during the age of fighting sail, a time when the oceans thundered with cannon shot and splintering timber, Man of War's 3D first person perspective lets you experience all the drama of an Admiral's life at sea. With a fleet of ships in your charge and a nation's destiny in the balance, take command and change the course of history.



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At last! A decent affordable wheel! - Advantage 1

Just like the real thing... except for the lack of horn. Bugger!



It's called the Advantage 1, it's Australian made and designed, and it's by far and away the best wheel and pedal set we've had the pleasure of playing with. This of course, excludes the unearthly Hyper Stimulator, but at \$4000 vs. \$400, that's no big surprise.

The design you see on these pages is an evolution of the origi-

nal garage-job. It's brilliant. Thrustmaster can hang their heads in shame, for the inadequacies of their designs have never been more apparent.

Ferraro Design is, essentially, Jason Ferraro. He's an Automotive Engineer by trade, and much like our last beloved Freak of the Month, Filthy Phil, built his own wheel as a result of his dissatisfaction with the Thrustmaster wheel. Over the last couple of years he has refined the design and production process, so as to

Nice, wide pedals, a
comfy footrest &
durable design.
Finally!



bring down the price and fine tune the design.

Let's start with the pedals. Unlike the silly Thrustmaster T1 and T2 wheels which have 2 tiny pedals set too close together (especially considering the overall size of the base, as well as the average human's feet), the Advantage instead has a nicely moulded base with the two oversized metal pedals set a perfect distance apart - whether you be a 1 or 2 foot driver. The foot rest is a soft, pliable plastic and is VERY comfortable. The sides of the base are raised too, and hold your feet in position, forever doing away with the cramps and awkward positioning Thrustmaster seem to want to inflict on us.

Up top the happy story continues. The steering wheel unit is held onto your desk by the only proper tool for the job humankind has yet devised - the all metal G-clamp. None of this Velcro nonsense or ineffectual plastic crap, nope, the Advantage stays put.

The wheel itself is a lovely thing. The rubber coating is soft and grippy, with contours that position your thumbs right over the gear changing buttons. Yep, buttons. F1 style levers at the back would push the price up too much and Thrustmaster's one-handed driving-preferred gear knob has long been banished. They work perfectly and are the most natural, effortless and intuitive way to shift gears.

The whole top unit is very heavy due to its steel chassis construction. We ripped the cover off one and marvelled at the

inner workings. We can safely say that the Advantage looked unbreakable.

We're not kidding you here, this really is the best wheel and pedal set out there. Call 0412 082244 for more info, or email advantage@dezzanet.net.au, or visit www.ferrarodesign.com.au.

Total Control II Virtual Joystick

Here's a nifty new device for those of us frustrated with traditional joysticks taking up a large amount of desk space and confining you into one position for the duration of the game - a 'virtual reality' joystick.

Well, it's not actually a virtual reality joystick, but a joystick with motion sensors and no base. The idea is that you wiggle the joystick around in mid air, and the (imaginatively named) Internal Motion Sensors (tm) take account of where you move your hand while you play, tracking forward, back, left, and right movements. There's no drivers to load, and a decent array of normal joystick buttons (including a hat switch) as well as a hefty bundle of shareware games along to help you test out the new toy, including Duke3D, Hexen, Terminal Velocity, ROTT and Doom. It's the kind of thing that falls into the 'cool concept' category, but for just \$99.00, it is worth checking out. More info from Pactronics on (07) 3889 7177



MORTAR COMBAT

You what? Ooh no, the only game I know's the building game. Not much call for computers round here. Unique cinematic interface? More than my job's worth matey. Build an entire city by Monday? Right-o!

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HOTWARE

HYPER STIMULATOR



The creme' de la creme' of driving sim setups - note the drink tube too...

Evacuate the house, open up that hermetically sealed vault, don your sterilised surgical gloves and carefully remove your most precious possession. With PC PowerPlay #1 in hand, turn to page 13. There it is. The seemingly ridiculous but incredibly desirable Hyper Stimulator. At the time this bold Aussie innovation was just being introduced to the world. After 2 years we're happy to report that the auto-simulator cockpit has achieved great success, both locally and internationally.

Besides bringing joy to many happy (and rich, we suspect) private owners, the Hyper Stimulator is also doing its bit for the Williams F1 team who have 2, and the Kool IndyCar team, who have 10 of them.

Many new models have been released in the last 2 years. All are derivatives of the base unit, but with unique paint and decals, as well as a variety of add-ons such as the rear spoiler and

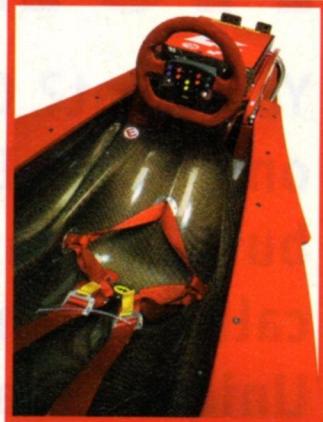
the indispensable drink bottle.

We recently visited the company's headquarters, ostensibly for this updated report, but mainly because really needed another blast, having dreamt about the last time, 2 years ago just a bit too frequently. Yep, we're that sad.

These things are amazing. Sure, the first time you see one you'll think it's all somewhat tolely, but within a few seconds of driving your favourite racing game all thoughts of expensive silliness vanish. The driving position is completely realistic, the leather-bound steering wheel is adorned with programmable buttons and the metal pedals are sprung perfectly, with the brake quite stiff and the accelerator light and sensitive. Perfect.

Basic D.I.Y kits are available from \$995, with the top of the range painted and fully accessorised car going for \$3995.

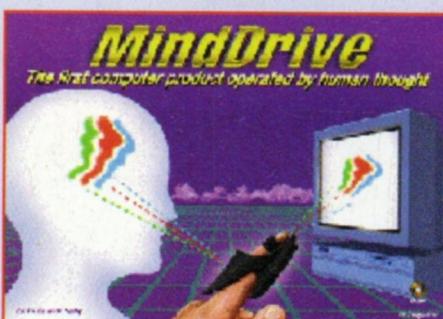
You can test one at one of the many Racing Centers popping up around the place. Clubs are forming and it's all getting very serious. Nothing else comes close to delivering the fun and realism. Sure, they are expensive, but the quality is superb



and if you think you're serious about racing sims then you absolutely must check out the Hyper Stimulator. Call the Racing Center on 02 9968 1670 for info, or email radfx@ozemail.com.au.

The Mind Drive

You remember the movie Firefox, where granite-jawed Clint Eastwood stole that Russki plane with a direct mind-to-control interface? Well, coolness such as this has come to the land of PCs with the Mind Drive - and the added



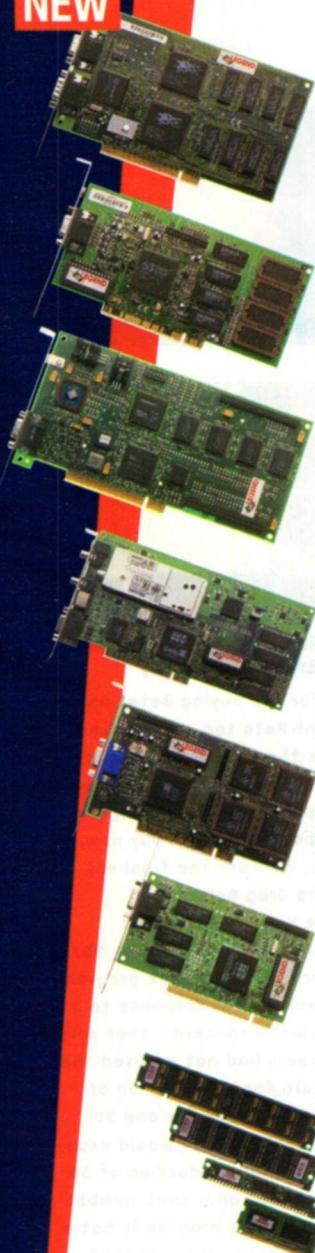
bonus is that you don't have to think in Russian like Clint did. How consumer-friendly is that! It works by using your finger as the interface point, with a little strap-on thingy that reads your mind via your fingers, and connects to any serial port. The software available for it, as you might expect, is a little limited in its appeal though. There's a tutorial where you control a line that moves horizontally and try to make a sine wave kind of formation by thinking 'up!' and 'down you bastard!'. Then there's the downhill slalom skiing experience, which is just the same thing except you're thinking in terms of left and right and it looks slightly prettier. It does work, I think, but there were times when my attention was diverted (for a phone call, for example) and my little man kept pretty much turning left and right when he was supposed to, still making the gates for the slalom, which was a little disconcerting. VR is pretty likely to be the way of the future... but I think the key word here is future. Available for \$299 from Mindflux (02 9416 9619).



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THIS MONTH IN 3D TECHNEWS WE'RE GOING TO PAY SOME ATTENTION TO THE QUESTIONS YOU HAVE BEEN ASKING. IT SEEMS TO A NUMBER OF YOU OUT THERE THAT 3D ACCELERATORS ARE STILL QUITE A CONFUSING CONCEPT. WHICH ONE TO BUY? KNOWN PROBLEMS? WILL ALL GAMES BE ACCELERATED? THESE ARE ALL FAIR AND LOGICAL QUESTIONS, AS NOT EVERYONE UNDERSTANDS THE CONCEPTS OF DIRECT3D, OPENGL AND PROGRAMMING API'S. TO COUNTER THIS, EXPECT TO SEE A LETTER OR 2 PRINTED HERE EACH MONTH WITH ANSWERS TO YOUR QUESTIONS.

3DFX Voodoo or Rush?

I have studied this tome of knowledge and drunk deeply of the wise advice over the last few issues and have finally decided on a 3D card. A 3Dfx card was a must due to performance and support according to the last few issues, so I decided on a Hercules Stingray 128/3D. Just as I was about to lay down my hard earned cash I read in a pommy magazine that shock! Games optimised for the Voodoo Graphics chip are not compatible with the Voodoo Rush chipset and as such games optimised specifically for the Stingray 128/3D are fairly rare at the moment. I can't find any info on this either at the Hercules or 3Dfx web sites.

Help me PCPowerplay. Is this true? Must I wait many more months to see if the Voodoo Rush chipset takes over from the Voodoo Graphics as the one of choice? Or will 3Dfx or Hercules release patches for the Voodoo rush chipset? I don't want this to



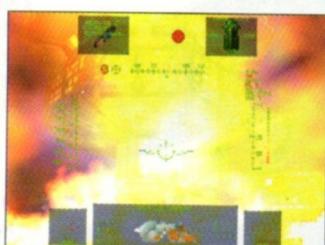
be another VHS vs Beta experience. (Yes I admit it. Years ago I bought Beta).

Bill Pugh

Very interesting, and even more-so, very topical question there Bill. Firstly, read a pommy magazine and suffer the consequences. Did they really say Voodoo Graphics is not compatible with the Voodoo Rush? Shame on them, that, quite simply, is not true.

What is the truth though, is that the Voodoo Rush chipset does have a definite speed disadvantage and some minor incompatibilities. Users on the Internet being the pedantic, fastidious and totally anal bunch they are, have been at 3Dfx about this since they discovered that Quake played a few frames per second slower on a Rush than a Voodoo.

3Dfx's response has been quite decent. Here's an official quote from Greg Ballard, the president.



(all pics this page) Archimedean Dynasty 3Dfx - ooh lovely

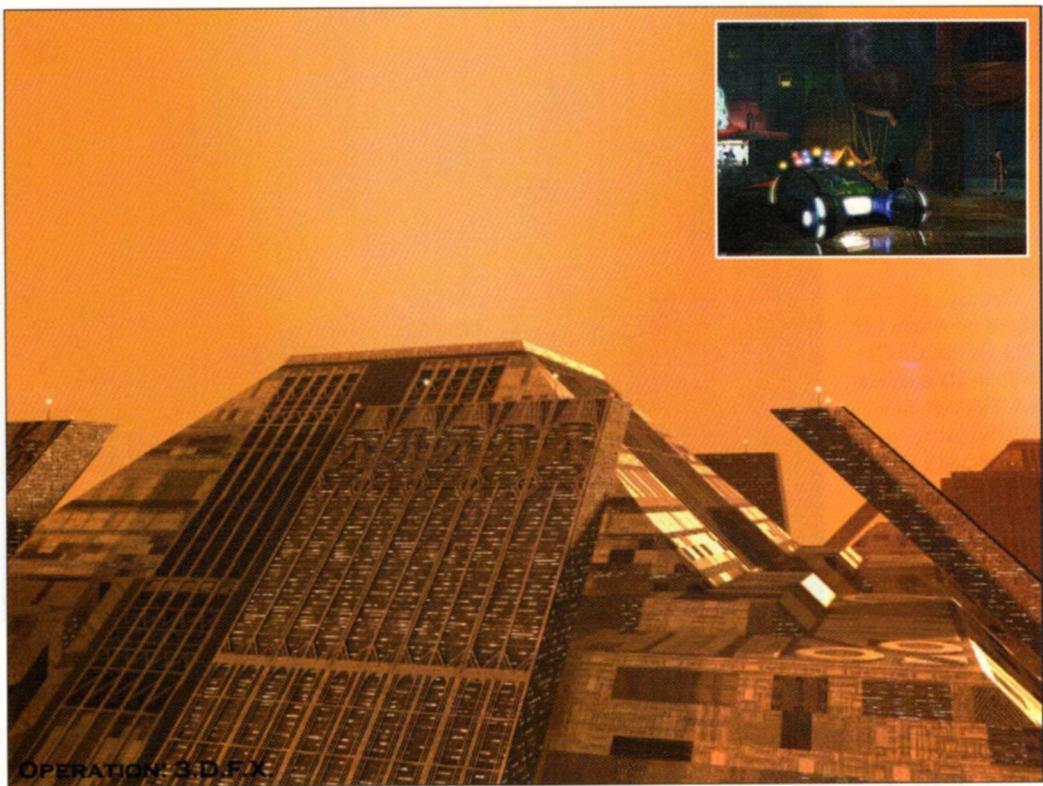
"We are offering current Voodoo Rush customers the opportunity to exchange their Voodoo Rush daughtercards from their dual-planar Hercules Stingray 128 3D boards for a 3D-only Voodoo Graphics board. For those that elect to participate in this offer, you will retain the base Hercules board with the Alliance 2D controller, and will receive a Voodoo Graphics based full screen 3D solution. This offer is available to current owners of Voodoo Rush based products, and is good through October 24, 1997. Simply send your Voodoo Rush based daughtercard to 3Dfx, and 3Dfx will ship you a Voodoo Graphics based board in return, no questions asked."

By the time you read this 3D Technews however, October 24th will be long gone. It does however point out that 3Dfx are willing to make amends for a product that doesn't perform totally up to consumer expectation.

As for you buying Beta, hey, I bought Beta too. At the time, it was the superior format. You all know the story, marketing triumphing over technology. As for what you should buy now. Again, I'll turn the final say over to Greg Ballard.

"The Voodoo Rush is an extremely high performing 2D/3D product. Our exchange program was launched in response to a very narrow concern - that some consumers had not realised that in return for the addition of windowing capability and 2D functionality, they would experience a slight reduction of 3D performance on a small number of games. This program is not a product recall. Our exchange program is designed to allow customers who misunderstood the differences between these products to re-evaluate their decision. So it comes down to this: if you are someone who absolutely must have the most





OPERATION: 3.D.FX

Bladerunner (the movie) had a level of detail so convincing it had to be real. Thankfully, it looks like Bladerunner (the game) developers Westwood are opting for the same approach

powerful 3D only technology for gaming, then Voodoo Graphics is the right choice for you. If you're a gamer who wants excellent 3D performance AND 2D functionality with added windowing, multimedia, and video capabilities then Voodoo Rush is clearly the best product for you."

What do I say? If you've got the dough, buy an Apocalypse 3D for 2D and windowed 3D, and a 3Dfx Voodoo for the rest.

THE V2200 IS COMING

Hands up if you ran out and bought a Rendition card when 3D accelerators first hit the market. Ouch, a bitter pill to swallow wasn't it? Paying top dollar for the card only to have it superseded in about 2 months by the 3Dfx.

Rendition have fought back with the recent announcement of their V2200 chipset, which will be keeping pace with other board makers, if not passing them by!

The Rendition V2200 features an integrated 230MHz RAM-DAC, improved Z-buffer, support for AGP and up to 16Mb of SGRAM, hardware MPEG-2, video input and output and two to eight times the performance of

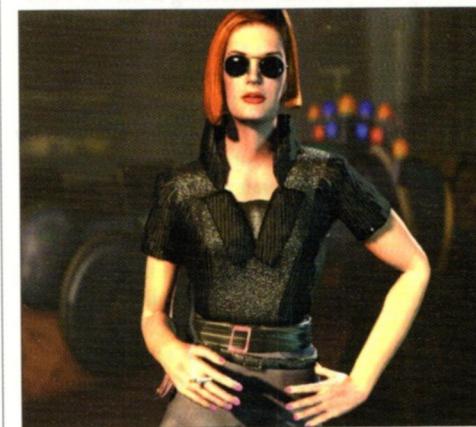


the Vrooo! Some early tests place this chipset at about double the power of the original 3Dfx Voodoo.

One of the first incarnations of the V2200 will be on the Hercules Thriller 3DTM (TM stands for True Media). It will ship in both AGP and PCI versions and access as much as 8Mb of SGRAM. This greater amount of texture memory will mean that the board will likely run in higher resolutions than the Voodoo boards.

The V2200 will feature all the enhancements we've come to expect such as Mip-Mapping, trilinear filtering and texture modulation. However it also includes advanced code in the RISC architecture that enables special effects such as the water in Tomb Raider to be written in micro code.

The card will ship with Open GL drivers for NT and D3d for WIN95, and later GL drivers for WIN95 will arrive. It's also the first card that seems designed with Direct 3D in mind, since it can calculate a 14-attribute Direct 3D pixel in one 'cycle'. According to Hercules, this means that with an engine clock running at 60Mhz, the card can generate up



to 60 million Gouraud-shaded, perspective-corrected, texture-mapped, filtered, alpha-blended, fogged, diffuse/specular highlighted and z-buffered pixels per second. Add to this TV input and output and we have some fun coming at us! The 8Mb model could go for as low as US\$249 in September.

MONSTER 3D 2

Diamond are currently feeding us snippets of information on the Diamond Monster 3D 2, which will be based on the 3DFX Voodoo 2 chipset. According to Diamond, the M3D2 will be twice as powerful as its predecessor and will be multi board capable, meaning 2 M3D2's can work together in a single system. (Now that's cool!)

BLADE RUNNER

Blade Runner was more than a movie. It was a cinematic masterpiece that put quality, mood, special effects and masterful production values ahead of budget and refused to bow down to pressure to make itself more appetizing for the average pleb wanting mindless gun toting action. For this, Blade Runner achieved cruel press from movie critics, poor box office reception and a cult following few movies could ever hope to amass. It is then with great joy that I report that Westwood have held their ground too.

Not conforming to turn the beauty of Blade Runner into a Quake style replicant shoot em up, Westwood have created a lavish world with incredible scenery and effects that could even bring a smile to Ridley Scott's face.

Within Blade Runner is a sophisticated goal oriented Artificial Intelligence that gives over 70 meticulously created 3D characters their own free will and unpredictable agendas as well as the potential to be either ally or foe.

Graphically, Blade runner will feature state-of-the-art optical motion capture and real time playback of characters with tens of thousands of polygons. Scenes will incorporate hundreds of thousands of polygons, multiple true light sourcing, alpha effects, attenuation, and volumetric lighting to bring the 140 recreated sets of Los Angeles,

2019 to life.

Just sounds like hype, the screen shots you see (note the detail in the faces) are rendered real time on a 3D accelerated PC (3Dfx and Rendition) - All in-game, no cut scene shots here! Providing the gameplay lives up to the Graphics, this will be gaming heaven.

SODA OFF ROAD RACING

Rendition owners have a new title to look forward to in SODA Off Road racing. Featured on this month's cover CD, it has support for the Rendition only. Humorously convenient, seeing as Sierra's Screaming 3D card is struggling against other accelerators.

SODA plays exceptionally well on the Rendition. It's nowhere as near as pretty as the emerging 3Dfx titles, but the speed, particularly for a Rendition is applaudable. High speed bi-linear thrills in super powerful cars on dirt roads, yes!

ARCHIMEDEAN DYNASTY

The 3Dfx patch for AD is now available. Judging by the screen shots, the conversion looks worthy indeed.

ANACRONOX

John Romero is really working hard to pump out some new games from his company Ion Storm. We've all heard endlessly about Daikatana, but here is a title he's kept pretty much under wraps that has some incredible promise.

Anachronox is a 3D role-playing game (RPG) using the Quake engine where the player controls up to three characters at a time from an eventual cast of seven. Their role, to explore the galaxy and three different dimensions. (Dimensions, dimensions, what is it with Romero and dimensions.) :)

Gameplay involves exploring the environment, fighting various galactic foes, and the discovery of unique weapons and items that aid you on your quest. You can choose different characters to play and different ways to do things, leading you to different events and areas in the game. Screenshots to come as we get them.

MECH WARRIOR 3

If you didn't already know, Activision no longer have the rights to produce the Mech Warrior series with FASA giving the license to Microprose instead. Considering the brilliant 3D effects in Mercenaries, Microprose have very big shoes to fill.

News is that support for Mech Warrior 3 will be Direct3D and D3D supported hardware in the initial release. Specific hardware versions are being discussed with the major players, and will most likely be sold through OEM purchases and given away free over the Internet as patches.

There is still the possibility of certain accelerators being supported in the initial release.

COMMAND & CONQUER 2: TIBERIAN SUN

Got your attention there now didn't I? The fact is, C&C2 will be 3D accelerated. Tiberian Sun will be using Westwood's new in-house rendering technology that was developed for Blade Runner.

This exclusive technology is known as "voxel technology" and adds height, width, and depth to pixels, giving them a more 3D look. This does not mean that the game will be a 3D action game. It simply means that the landscapes will look more filled out and better rendered.

Because of this new technology, Westwood will be abandoning using the slower Direct3D API's from Microsoft and using in-house rendering routines with support for 3D video chipsets such as the 3DFX and Rendition.

TUROK DINOSAUR HUNTER

This will definitely be on next month's cover CD and is absolutely fantastic. Turok for the Nintendo 64 was a nice piece of work. At the time, it was enough to make you break out a sweat wondering if the "to come" 3D accelerators could match it.

With a 3Dfx at least, it goes further than just matching it. At 640x480 Turok looks phenomenally better and incorporates every little feature of the N64 version. They even ported over the perfect real time 3D animated logos of the individual assisting companies. (Iguana's is a must see!)

Turok is essentially like Quake, but in my opinion, infinitely better. The outdoor settings make for a much more exciting environment and the graphics are just incredible. The fogging for example is beautifully done with objects, creatures and enemies passing through the fog in the distance for a totally believable effect. Water is transparent, allowing you to see nasties swimming underneath and explosions create translucent effects where they impact. One of the end of level baddies for example, when



Turok: Dinosaur Hunter for 3Dfx is looking better than it did on the Nintendo 64



punching on the ground generates a translucent shockwave that travels towards you.

Turok himself is an incredibly well built polygonal object. When you lose a life, you watch him become reanimated again. The transition from a limp/dead lifeless body to a living one is absolutely incredible.

Currently Turok Dinosaur Hunter is 3Dfx only, with the final being fully Direct 3D compatible. A must buy for 3Dfx owners - available now.

TALISMAN

Not a game, but a code name for a technology initiative by Microsoft for the research and deployment of advanced multimedia technologies for the hardware industry. The objective is to

take multimedia to the next level.

Talisman is a DirectX based hardware reference design for 2-D and 3-D graphics, video and advanced audio functionality. The reference design will be used by vendors to create motherboard implementations and graphics-accelerator cards. This advanced technology will be delivered to the industry in the form of reference designs and research papers.

Talisman is exciting if only for the performance targets which is to provide true-colour 2-D and 3-D graphics at resolutions of 1024 x 768 pixels, with a scene update rate of 75 Hz. This will include full and simultaneous support for z-buffering, anti-aliasing, alpha blending and anisotropic texture filtering. Talisman will also provide full-resolution MPEG 2 decode, advanced 3-D audio, video conferencing and nonlinear video editing. Anisotropic filtering by the way is the next level of bi/tri-linear filtering. Instead of washed out blurs, anisotropic filtering offers beautifully crisp textures.

The most exciting aspect of Talisman is that products based on DirectX will be Talisman ready. ISVs will access the advanced Talisman features through the DirectX APIs. The advanced Talisman features will be included in DirectX, starting with release 4 in the first quarter of 1997.

Microsoft's current goal is for the first Talisman products to appear around the end of 1997. Let's see what happens.

Jere Lawrence

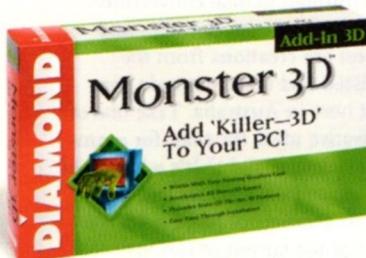


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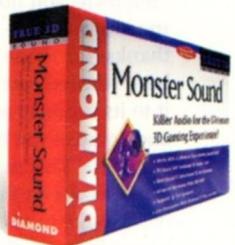
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Bakin' up some fresh Quakin'

Quake mods to make it all fun again.

Gareth Jones

As we finally get toward the end of the year, and the oft prayed for halcyon summer period, it's starting again - the pre-christmas hype for all the hot new games. 'Prey' the Quake killer, 'Unreal' the Quake killer, 'Quake II' the Quake killer - all much anticipated releases bound to be hyped to the max by over eager PR agents (bless 'em) with their requisite hyperbolic press releases. And if I don't hear a "you'll never play Quake again" from one of them I'll do a nude run (and no one wants to see that) through the next Apple users group meeting screaming "Bill owns you now, ya suckers!" at the top of my lungs. Quake is far from dead though, thanks to a tonne of dedicated people who have realised just what Quake is, and pushed it to its limits to see what it could become - and some of the best are from right here in Australia. This month we're bringing you interviews with the authors of three of the best Quake mods, as well as details on the map editors available, and plenty of other essential Quake stuff as well.

Quake isn't Quake

Quake isn't just Quake, you see. Neither is Deathmatch Quake just DM1 through 6, over

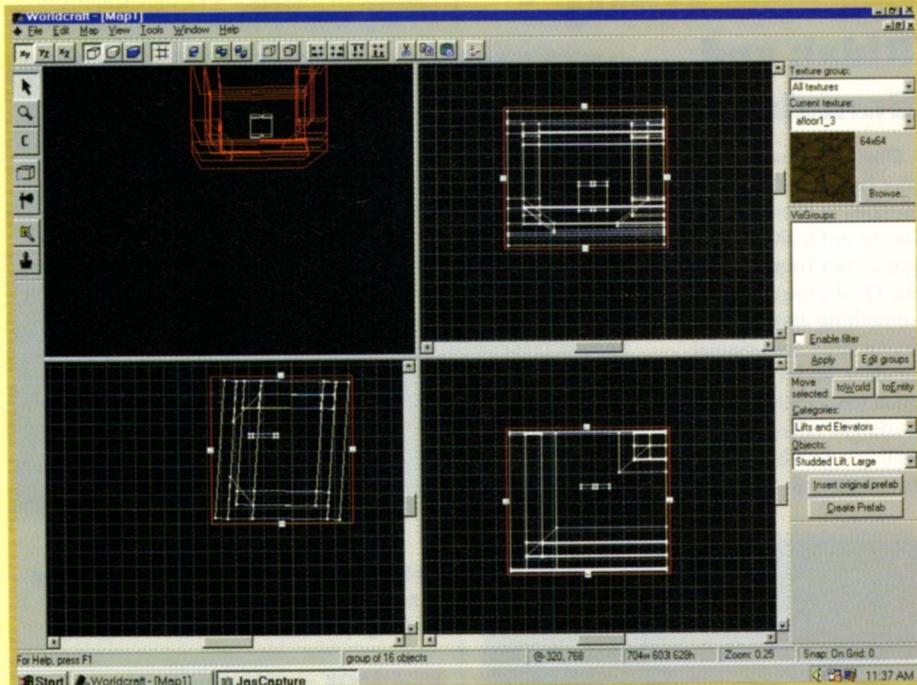
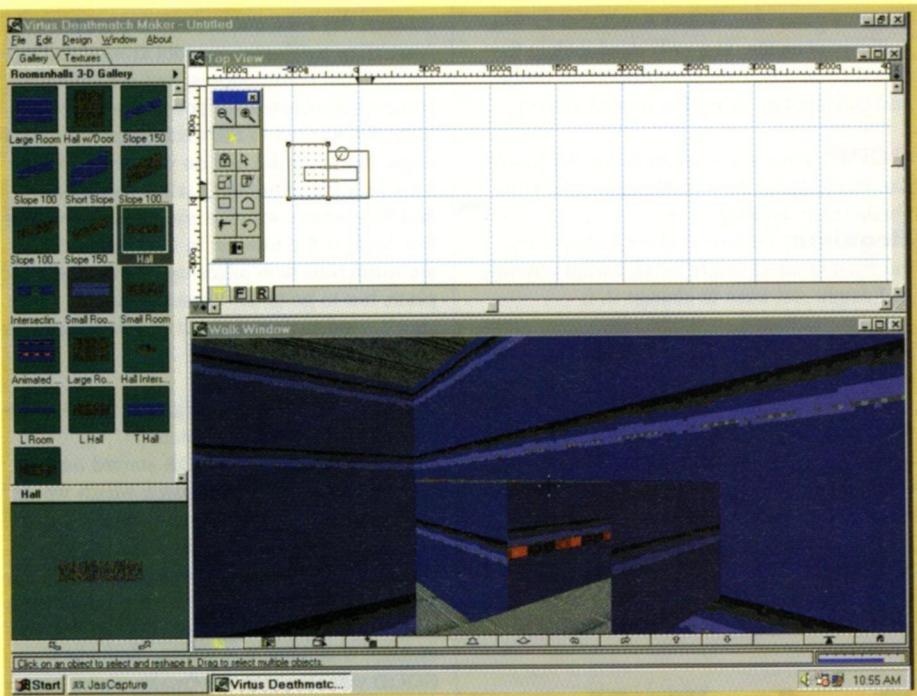
and over and over again. Quake is, to coin a phrase, more than your average first person shooter. In PowerPlay's initial review of the much anticipated game back in August of last year, we were a bit unhappy at first about what seemed to be an unwieldy interface, saying things like "it was then that I found the first weakness in the game - id hadn't done away with the tedious command line console from the alpha test version", and even "id could have made multiplayer sessions a lot easier if they had refined the interface and got away from all those boring console commands". We were, perhaps, just a little hasty in our judgement. It's the adaptability of the game, made most apparent to the average player through the console command line, that is one of Quake's strongest points. The guts of Quake is the engine of the game itself, and it's an engine that anyone with the will to can tinker with, in almost any way they want.

And plenty of people have had a fiddle with the inner workings of Quake, so much so that there's almost endless varia-

tions out there, from extra maps to weapon modifications through to total conversions (and everything in between, as well) - and some of the best are creations from the supremely twisted and bizarre minds born and bred right here in Australia. Take one of the most innovative ideas thus far, for example. You've seen Quake, right? It's a bunch of guys running around dark, dank, and gothic style rooms with a variety of hand held weapons blowing the tar out of various demonic beasts and each other. The natural progression is, of course, to a rally car game.



A rune key from Requiem.
Boost ups include speed,
repair, & increased fring rate



Two of the Quake level editors available; (top) Virtus Deathmatch maker and (above) Worldcraft. Once you get your head around the 3D, it's easy

It's obvious innit? Well, it was obvious to Ridah and his friends, and for revelations on just how they came up with such a bizarre idea, check out our interview with him and Sumaleth, two of the guiding forces behind Qrally.

Then there are those who have taken the Quake concept in different directions, like the legends from Team Fortress who've basically taken the guts of Quake and reformed it into something altogether different, a bit like CTF (capture the flag), a bit like an RPG, a bit of pure invention, and all up an incredibly good mod, making waves and gaining popularity both here and overseas. Then there's those who have worked within Quake, like Requiem, who was a little dissatisfied with the way the weapons worked, so what does he do?

Does he go and put a whiny message in a games newsgroup, petulantly whinging about how crap things are, and bagging out id? Nup, he goes off and fixes it to his liking, creating a very cool Quake mod with a host of new weapons, damage settings, items, and rules - then publishes it online for free, just like the other two groups above. How cool is that?

[Requiem]

Requiem (the mod, not the guy) is a purely server side modification to Quake (which means the players don't need to download any files to play, all the necessary files are contained on the server machine). It features around 17 new weapons including such cool

things as freeze bombs, guided missiles and flame throwers, various modifications to existing weapons, new bots, and a host of new items as well, including jump boots, radar and rune keys for added weapon damage, faster movement, and special weaponry - to name but a few. It's an eminently playable mod, and also redresses some of the problems many players had with straight DM. Anyone who plays DM regularly, especially over the internet knows just how important the rocket launcher is to gibful success, and how often the other weapons pale into insignificance. Not so with Requiem. Each weapon has its own strengths and weaknesses, and the opportunity is there for players to adopt different tactics, rather than 'the same old same old' as with straight DM. Requiem himself was even good enough to take some time out from putting the final touches out on version 2.0 of Requiem - 'Ode to the dead', to talk to us about himself, his motivation, and all things Quake. If you want to find out more, check out

www.planetquake.com/requiem, where exhaustive info on the game itself can be found, and you'll also be able to find out where the Requiem servers are.

PCPP: How did you originally come to the idea of the Requiem patch?

Requiem: I think there were two main reasons actually. Firstly, I always enjoyed DM from even back in the Doom2 days, so when I saw my first bot patch for Quake, I thought, WOW! I gotta make one!! So I grabbed the source code for the first BG-Bot, studied it and started to re-code it. This way, I could play DM whenever I wanted without needing a network and lots of players.

Secondly, I wasn't totally happy with how Quake turned out. The engine is fantastic, but I thought that the design aspect was a little less than it should have been. See, I came from a strong Doom2 background, and played DM constantly. As any Doom2 player will tell you, the weapons balance was fantastic. I personally was a super-shotgun freak, and often got one-shot kills. So you can imagine my dismay when Quake came out and all the weapons were totally unbalanced and, I believe, not too well thought out. I felt this kind of destroyed what DM was all about. For example, being a supershotgun player in Doom2, crossing over to Quake was devastating. I almost cried. It was so weak and useless. Also there was no chaingun, but instead that little nailgun which was also useless compared to the bigger weapons. I also hated the 50% protection rule, where the owner of any explosive fire takes only 1/2 the explosive damage. I thought that was very silly indeed!

For this reason I decided to re-code the weapons and combat rules to be more like Doom2. So with the new and modified weapons, I then made the bots also use these weapons, which was something new in the Quake community. And so Requiem Quake was born! :)

PCPP: Right, so how then did you start to develop it? What sort of process was involved?

Requiem: Well, I simply grabbed as

much source code for other patches as I could and studied how things were done. It's patches like the first CTF and .BG-BOT that I really owe a lot of thanks to. Once I knew how things were done, I'd try and code it my own way. It was always a bit harder because I also had to worry about integrating the additions into the bot code too. From there, I just tried to think of new things that would add to the game, then add it in bit by bit.

PCPP: What, in your view, works as a patch for Quake? What's important for a Quake mod?

Requiem: DESIGN! DESIGN! DESIGN! The three most important things.

I've seen patches with some fantastic ideas, sounds/graphics, presentation and even some that stirred a lot of hype, but without the proper design and thought behind it, it simply won't make it.

BALANCE is very important. All weapons should be of roughly similar value, with their own advantages and disadvantages to make them all relatively even, and certainly no Super-Kill-Everything-On-The-Level weapons. It's also important to have the weapons layout balanced. I've seen some patches that have heaps of weapons but their layout was poorly planned in that most of the extra weapons were only available with the grenade launcher, and other weapons had hardly anything. Other game options and items also need to be balanced. Basically anything that unfairly shifts the balance of power is not really a good thing to have.

CONCEPT directly relates to the design aspect. You need to have an idea that is well thought out and works well in your head before you can start to code it.

FUN & PLAYABILITY are what results if everything about the patch works.

With careful design and planning, some fresh concepts and a balanced structure,

there's a good chance that it will also be fun and very playable. You only need look at the first CTF or TF to see how important design and concept are, as well as overall balance.

PCPP: What are your plans for the future? Are you likely to do something similar with Quake 2, or the like?

Requiem: I'd love to give Quake 2 a try, but then Quake 2 might be all I want anyway, so I might not want to change it. :)

I'd love to be a game-coder/designer, but it's a competitive industry and I haven't had a lot of coding experience behind me, so I guess I'll have to just keep peddling along hoping for that special phone-call/email... There was actually one professional project I had been offered, but due to time constraints I had at the time, I couldn't go ahead with it. To them I wish them all the best and will probably hate myself when I see their product hit the shelves knowing my name could have been on the back of the box. Oh well, such is life.

modern day cars, and seeing as it's an Australian patch you can tool around in fired up utes, hot commodores, and occasionally run over Kangaroos for power ups too. Cool huh? We wanted to ask them important questions, like 'how the hell do you get the idea for a rally game out of Quake?' so we did, and they were even nice enough to answer us too. Such is the interest in Qrally that there are numerous web pages up all over the place, but to go to the horses mouth so to speak, head to www.impact.frag.com/rally for their home page.

PCPP: How did you originally come to the idea of the Quake Rally patch?

[RIDAH] Originally, QR started out as merely a "hack" QuakeC patch which would allow people to add their own custom built cars into Quake. The original plan was to release this as just a QuakeC patch, and leave it up to people to create their own cars, and hence their own games. It soon became evident, that there was a huge demand for a GOOD vehicle patch for Quake, so we began working on making it a complete game of its own. With the addition of Rowan to the

Quake Rally - Ridah and Sumaleth

One of the most impressive (and weird) Quake patches to come out lately has to be Quake Rally. The guys from Impact have used the Quake engine to create something almost totally different from the original product, and it's pretty damn good too. Qrally can be both a straight racing game as well as a DM by car, a'la Interstate '76 - albeit with



team, I knew we had the ability of creating a very high quality game, so we began working on the design.

PCPP: OK, so what came next?

[RIDAH] Once we had the basics of the car physics in place, it was matter of adding new vehicles to the game, making a few test tracks, then playing. Early on, we did a LOT of playing. I'd add a new feature, like the sideways rolling, then I'd spend a few hours just playing it, until I came up with a new idea that would add to the game, or something that would enhance the rolling, like bouncing off the ground (instead of instant death). We had a test arena made up early on that was much like a stunt track. It had loops, ramps, steep jumps, different levels, etc. This is where the basics of the car physics were designed. I'd spend hour after hour going over the one jump, first I'd work on the start of the jump, then getting the car to leave the jump correctly, then the rolling in the air, and then the landing. It's basically a matter of breaking up every possible situation the car can be in, and working on each of them, one by one.

Once I was happy with the handling of the car inside the stunt map, I'd start making test



Quake Rally - tooling around Quake in Rally cars, running over kangaroos. Oh yeah!

tracks, working on the racing elements, such as position calculations, lap records, that sort of thing. Most of these basic functions were completed within the first month of production. What followed was 8 months of tweaking, creating custom graphics and models, working on the sounds, the Win95 launcher, and so on. It was a great learning experience, I had no idea there was so much involved in creating such a game!

[SUMALETH] I think it's fair to say that Quake Rally led us more than us leading it. When I joined, which was about a month after Ridah and B-MonEy had started, it was quite a small project but slowly we began to see more and more potential in the idea. It was playable even back as far as January but had no real long term appeal - it was basically a 'cool idea' moulded into something that worked at a simple level, but gradually I guess we started to be quite attached to the project and wanted to give it some lasting appeal. Mainly that meant adding real gameplay, something for single player interest and, most importantly some serious maps. Ridah had made quite a few interesting test maps early on, but we really needed some really classy professional maps to have any hope at competing with established mods like CTF, Team Fortress and so on.

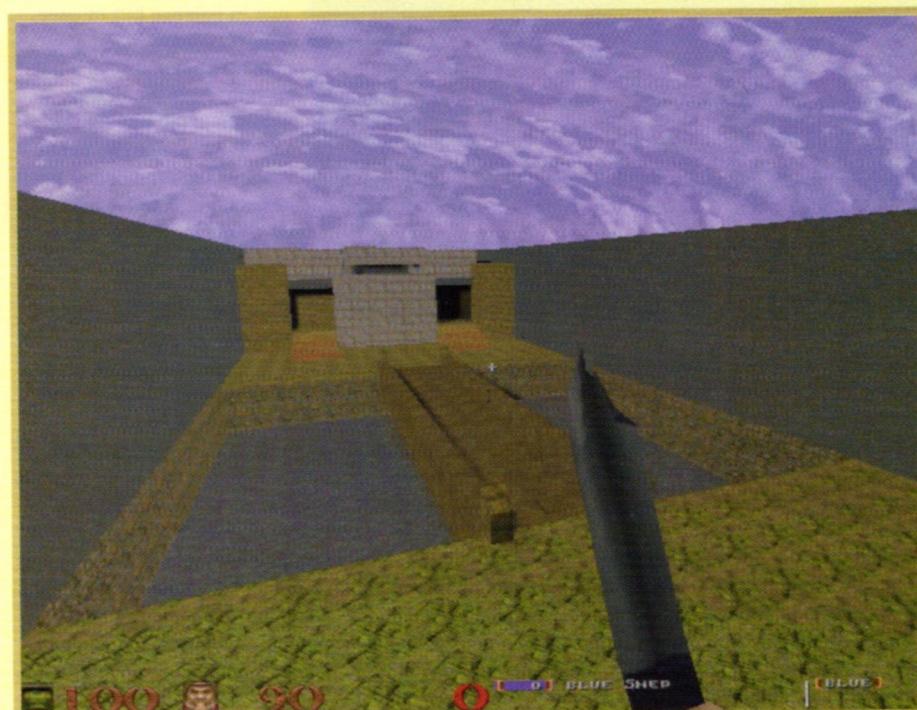
PCPP: Lastly, anything you'd like to add before we finish?

[RIDAH] Wattup B! Seriously, I'd like to say a big thank you to Brett McMahon (aka B-MonEy) who has helped me through a few tough times during the development of QR, you'll be there when I get there bro! Also thanks to Rowan for devoting a large portion of the last year to QR, without his hard work it wouldn't be the game it is today.

Team Fortress

- Ian Caughly, Robin Walker, Anthony Suter, and John Cook

Team Fortress is quite simply a stunning conversion of Quake. Essentially, it's a completely new game, though it retains the basic tenets of vanilla Quake. You're still in control of little avatars running around trying to destroy the enemy, but here is pretty much where the resemblance ends. For starters, there are 9 different character classes, each with their own special abilities and weaknesses, and then there's the objectives of the game, which is where it gets a bit confusing - and I'll leave it to the team to explain just what TF is. It may sound a little daunting, and it can be a tad difficult to get used to at first, but it's well worth the effort. Team Fortress is, in my opinion, one of the best mods to Quake I've ever seen, and is perfect for a large LAN gathering of around 10 or more people (it's much easier to shout to your teammates than stop and type to them), but also works extremely well over the internet. For more info on the game, and where



Team Fortress: world's coolest mod. (top) the heavy weapons guy about to pound the crap out of someone (below) the spy with his knife

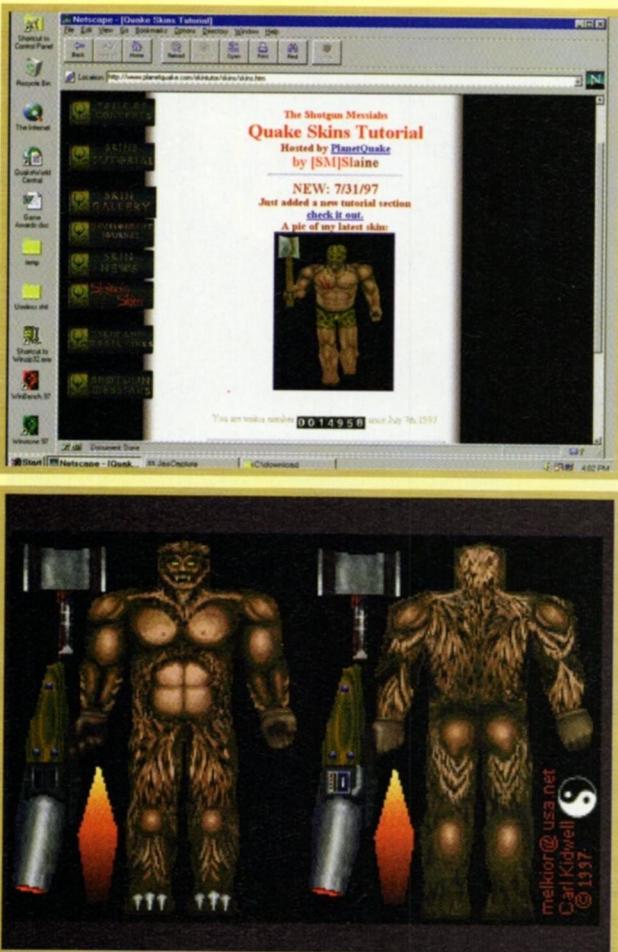
the servers are the official TF web page is at www.teamfortress.com, but there's also an Australian TF page which has information on all the Australian servers running TF through the qplug browser plugin at teamfort.gamesonline.net.au. If you play Quake on the internet, you NEED to give TF a go. It's simply awesome.

PCPP What is TF exactly?

Ian Team Fortress is one of the most popular Quake patches played today on both the internet and LAN for multiplay. The latest version was downloaded, from our www site alone, more than 25,000 times since it was released on the 13th of June. The Team Fortress patch

adds nine player classes to Quake: Scout, Sniper, Soldier, Medic, Demo man, Heavy weapons guy, Pyro, Spy and Engineer. Each class has its own abilities, making them effective against some classes and weak against others. They also have new weapons, grenade types and other specialized items.

The real power of the patch is the generic map building code that allows map makers to design team based missions for up to four teams. The map files can specify the parameters for each game and describes the mission goals that each team must complete to score points. When the server changes maps, the players may be presented with an entirely different mission objective with new strategies.



Quake skins (top) the Quake Skins Tutorial web page (below) a pre-fab skin of a werewolf

PCPP: How did you originally come to the idea of the Team Fortress patch?

Robin: TF's basically the game we wanted to play. We'd played a lot of Doom, in particular a map called "fortress". It was a 2 vs 2 team game where each team had a fortress with 3 rooms in it. To win, a team had to enter the enemy fortress and press a button in the 3rd room. Unfortunately, the only the 1st room is accessible at the start of the game. The 3rd room is only accessible after 3 buttons in the 2nd room are pressed... and the 2nd room is only accessible after 3 buttons in the 1st room are pressed.

So, basically, each team/pair had to protect their own fortress and its rooms and buttons, while at the same time attacking the enemy fortress. Basically, it rocked :) By the time the qcc compiler came out, we already knew what we wanted.

PCPP: So what was next, where did you go from there?

Robin: This is a long time ago, so things are pretty hazy, but here goes.

We sat down at threw ideas around. Initially, we coded things without a lot of thought as to how they'd affect the game... we had a pretty good idea of what we wanted, and that was enough then. These days, every new addition has to be carefully designed and playtested, since tiny little factors can affect the game in a big way. For example, lowering the max number of nails the Medic can carry from 200 to 150

made a large difference to the Medic's offensive capability.

PCPP: How long did the whole thing take, from go to whoa?

Robin: It's a long time ago now... but guessing from the timestamp on my qcc zip, the qcc compiler was released on the 28th of July, 1996. We released TF v1.0 on the 26th of August, and re-released it 2 days later when we realised we'd forgotten to include one wav file :) Documentation was, and still is, a pain in the butt... making sure that everything in it is fully up-to-date takes hours. The most time consuming task these days is beta testing. The patch is so big that even little changes cause problems, not just in balance but in code. There's always bugs.

John: It was always a last minute rush for all the releases. Initially, we didn't take it too seriously, but as interest (and the code complexity) grew, we've had to do more and more testing before each release.

Robin: Over the next few months we'll be working

mostly on TF2 for Q2, and the design and plot of Kanon, our commercial project. TF2 will be aimed at the same area as TF1, although it will include a bot system, allowing you to play it single and co-op.

Kanon is aimed solely at Single Player and Co-Op with up to 4 players. It's currently still in the initial design stages, so I'd prefer not to say too much... things will most likely change.

John: TF made us realise that we had a chance to make it in the gaming software industry.

PCPP: How do you think the Quake community is at the moment in Australia? Did it take long for TF to gain popularity overseas?

Robin: I find this pretty amusing actually, since if anything, it was the other way around... it took a long time before Australia noticed TF. Quake's always been biggest in the US, and that's where TF got noticed first. A few big servers in the UK started running TF, and that got the UK TF league started. It wasn't until TF v2.5 that it started getting noticed bigtime in Australia... Games Online started running a TF server, and it's been full ever since.

All the other stuff

Because there's so many different add-ons and conversions for Quake which almost always require downloading, we've grabbed just about everything we could think of that relates and stuck it on this month's CD in the .

Be sure to always read the readme files where applicable, but here's a short listing of all the files, what to do with them, and where to put them. There's also information on where to find online servers for internet Quake where applicable, but the Multiplay network (www.multiplay.com.au) always runs servers for Requiem, Team Fortress and Quake Rally.

QuakeWorld

qwo809.zip - Quake World Client software v2.0

This is the latest version of Quakeworld, a patch which speeds up and enhances internet play considerably. Most online Quake servers now use Quakeworld, so if you play on the internet and don't have qw yet, it's time to grab it. Comes with both standard and gl versions, as well as qplug - a handy little browser plug in (see below). To install, unzip to your Quake directory (you need a full registered version of Quake), and create a directory called 'qw' under the Quake directory, and then a 'skins' directory under 'qw'. To use it, run either glqwcl.exe or qcwl.exe for internet play instead of winquake.exe, or quake.exe.

qp3_29.zip - QuakeWorld browser plugin

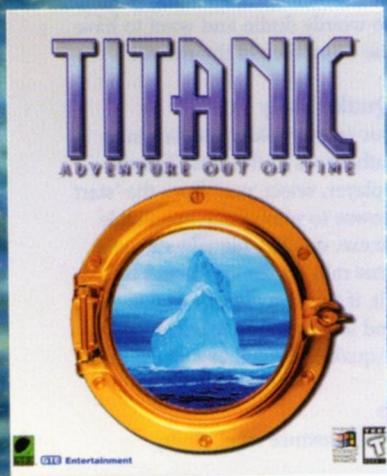
To install, simply unzip to any directory and click on qinst.exe. Once installed, you can check out Quake servers from your browser, and find out who's playing, which map is being used, what ping times you can expect, and what the scores are. There are bucket-loads of qspy sites, but the master server can be found at www.idsoftware.com/quakeworld/index.html (click on 'deathmatch' from here). A good Australian server site (among many others) can be found at www.gamesonline.net.au (click on 'server status').

qwskins.zip - QuakeWorld skins pack

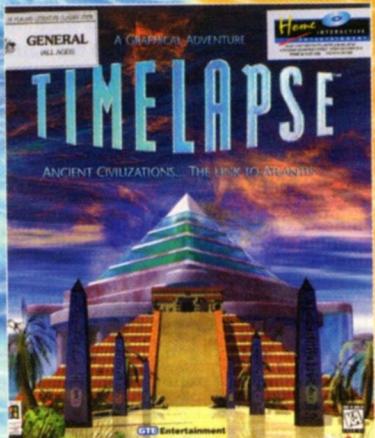
A 'skin' is what your avatar (the guy you control in Quake) looks like to other players in your game. There are literally thousands of different skins out there, and you can choose to wear any of them as long as you have them on your HD. You can even create your own skin, if you have the time and patience. All skins are simply .pcx files of the normal Quake guy modified with a graphics program to look different, and you can view all the skins on our CD with any graphics program capable of reading .pcx files (which is just about all of them, including the Win '95 default viewer). For information on how to create your own skin, there's an excellent tutorial at www.planetquake.com/skintutor/skins/skins.html. To install the skin pack, unzip this file to the /quake/qw/skins directory, and then within the game type 'skin [skin name]' without the extension. For example, within a game of Quakeworld typing 'skin killcant' at the console (without the quote marks) would make you appear as Eric Cantona, and you can change skins as often as you like. Also, depending on how the server is set up, any skins you don't have on your HD that are being used in that game will be uploaded to you automatically at the start of the game, taking only a few seconds each.

THIS IS THE TIME AND PLACE FOR ADVENTURE

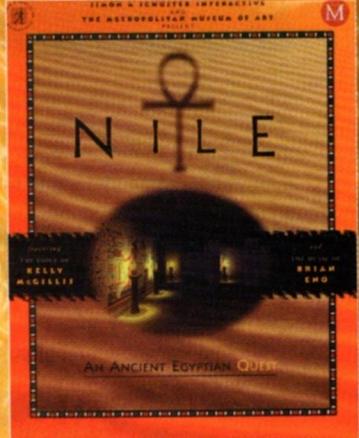
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TIME



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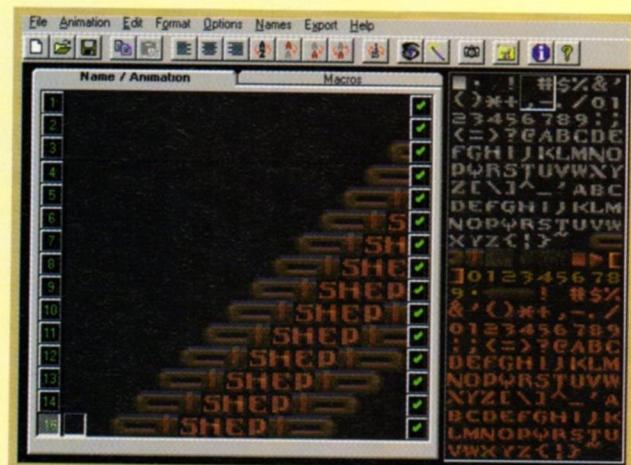
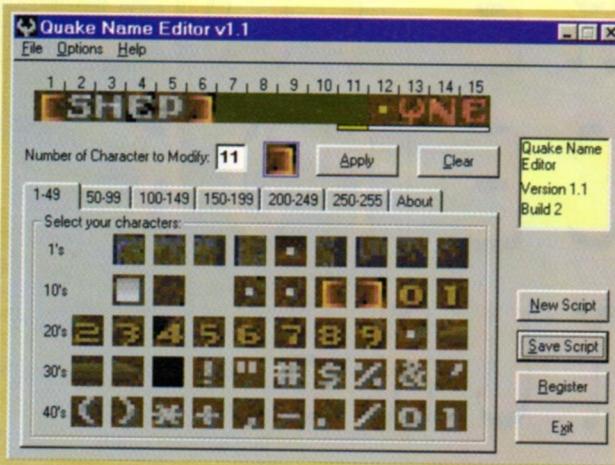


Australian retailers: Harvey Norman/Myer/Grace Bros, David Jones, Target, K-Mart, Blockbuster Music, Software Today, Dick Smiths, Electric Boutique, Billy Buyatt, Archie Box, Ex Site/Chandlers and all other leading retail outlets
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Now you can have your name flash across the screen and annoy the shit out of everyone!

[qws9562.zip](#), [qws9706.zip](#),
[qws9715.zip](#), [qws9721.zip](#),
[qws9729.zip](#)

As above, just more skins packs.

[qwqc150.zip](#) - QuakeWorld Quake C

For those techo boffins that want to have a fiddle with the source code for Quakeworld, here it is. Fiddle away!

Level Editors

[wcrafra.zip](#) - Worldcraft Level Editor

To create your own levels for Quake or modify existing ones, you'll need an editor such as this. From Starcraft ([www.starcraft.com](#)), this is a demo version of a very powerful and complex level editor. To install, unzip to a temp directory, and then run setup.exe. For more information on how to use the program, check out the help files.

[DMM+doc.zip](#) - DeathMatchMaker

Another demo of a level editor and creator program, this one with id.software's stamp of approval. Extensive help files are included in Adobe Acrobat reader format, also included on the cd (are32e301.exe).

Name Editors

[ezqnameed11.zip](#) - Qnameed

If you have been playing Quake online, or you start as a result of this, then you're going to notice some other players with cool look-

ing names. With an editor such as this, you can look just as cool (or silly, depending upon your point of view). To install, unzip to a temp directory, and then click on setup.exe. It's a simple program to use, but there is help if you need it.

[qnmver08ofull.zip](#) - QNM name editor

Qnm is another name editor, which works in much the same way as Qnameed, although it's probably a little more user friendly. To install, unzip to a temp directory and then click on setup.exe

Capture the Flag

[3wctf301.zip](#),
[3wctf40.zip](#) - Capture the Flag Client Kits

Threewave's Capture the Flag was one of the first serious Quake mods, and it's testament to its quality that it's still popular today. Essentially, it pits two teams against each other, each trying to capture the enemy's flag and bring it back to their base. To install, first unzip 3wctf301.zip to /quake/ctf and then unzip 3wctf40.zip to the same directory, so that both

pako.pak and pak1.pak are in the /ctf directory. Make sure you read the readme files, and a good starting point for finding CTF servers is [quake.threewave.com/capture.shtml](#)

Team Fortress

[t25rel.zip](#), [t26rel.zip](#) - Team Fortress Client and Server package

The team fortress mod is one of the best mods out there anywhere, and is definitely worth a look if you play online or with a LAN. For more details, check out [www.team-fortress.com](#), and also the interview above. To install, unzip t25rel.zip into /quake/fortress directory, making sure you restore the paths of all the files. Then unzip t26rel.zip with the same method into the same directory, and you're ready to go. If you run Glquake, you might need the file below though so don't jump in to the game just yet!

[t25fix.zip](#) - Team Fortress GLQuake fix

Unzip this into your quake/fortress folder, and it will fix the problems with Glquake and TF. Simple, really.

Team Fortress Maps

This is a selection of some of the more popular TF maps at the moment. New maps are coming out all the time, which you can always download yourself if you decide to. Depending upon the map, different files will need to go into different places. Make sure you always read the readme file for each one, but as a gen-

eral rule, all files ending with .bsp are map files and should go into your /quake/fortress/maps directory, and .mdl files should go into your /quake/fortress/progs directory. Other than that, just read the readme

The maps files are:

[zevifl.zip](#)
[2fort4.zip](#)
[32smooth.zip](#)
[4f4.zip](#)
[canalzon.zip](#)
[colony.zip](#)
[ftendi.zip](#)
[havoc6.zip](#)
[rock1.zip](#)
[well6.zip](#)

[GLrock1.zip](#) (GL enhanced version of the rock1 map)

[Glwell6.zip](#) (GL enhanced version of well6 map)

[Colony.zip](#) (great map)

Also, there are a couple of skin patches for Team Fortress, which once unzipped go in your /quake/fortress/skins directory. They are called

[tfskins.zip](#) - enhanced TF skins

[tf_engineer.zip](#) - enhanced engineer skin

Quake Rally

Fancy tooling around Quake in a rally car? Well, now you can! For more info on Quake Rally, check out [imapct.frag.com/rally](#). Also included are a couple of ancillary files to do with Qrally, the rally texture .wad file (if you're a techo weirdy dudie and want to have a look) and the .mod files of the music.

[qr12.zip](#) - Quake Rally v1.2

Unzip to your /quake folder, making sure you restore pathnames of the files. To run Qrally single player, select 'run' from the 'start' folder, and browse to your quake executable file (winquake.exe, q95.bat, glquake.exe, etc) and enter -game rally on the command line. The end result, if you run glquake is that the 'run' command line would look something like c:\games\quake\glquake.exe -game rally

[qrwad11.zip](#)

The Quake rally texture .wad. Enjoy.

[Qrally music.zip](#)

Quake Rally muslan files in .mod format.

Requiem

Being a purely server side patch, you don't need any extra files (other than registered Quake) to play. You do however, need to find a Requiem server. Requiem's home page at [www.planetquake.com/requiem](#) has links to servers, as well as making use of the qplug plugin (see above). If you'd like to run a server, we have included the files here for you. Read the readme contained in the zip files, and go from there. Both QW and normal Quake versions of the server are included.

[Req_se.zip](#) - plain quake Requiem server files

[reqqw104.zip](#) - QuakeWorld Requiem server files

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THE INTERNET AT LIGHT SPEED

High-speed connections for all of us

Gary Wallis

If you were to ask most gamers what their biggest gripe about the Internet was, they would probably say that the damn thing is just too slow. A new game demo is just released and placed on the Internet for download by the public. So you go to download the game, only to find out the file size is astronomical. Do you download it over your 33.6Kbps connection? It may only take 4 or 5 hours! I personally will wait for the game to be distributed on a cover CD instead of spending massive amounts of time on-line downloading it. Although there have been exceptions. You want to play the latest multiplayer game with your friends over the Internet the connection is only 33.6Kbps and your game jerks and stops - there has got to be a better way.

We need faster access. What is there that will give us the bandwidth we need for playing multiplayer games and downloading the latest game demos. There are a few options that are either ready now or not far off. The most logical option seems to be the new 56Kbps modems that have just started to proliferate into the market. Do these modems really offer that much speed increase? The other high-speed connection options include cable modems, DSL (Digital Subscriber Line) and Satellite connections. Which one is the best for the gamer wanting the ultimate high-speed connection?

56Kbps MODEMS

Currently there are two competing standards in 56Kbps modems at present, 56Kflex and x2 technologies. Both of these protocols

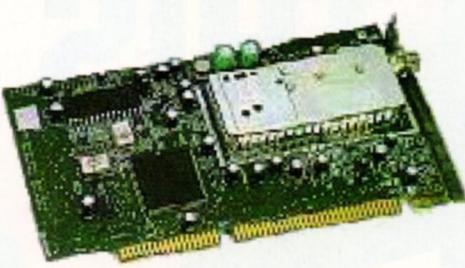
are proprietary and are not compatible with each other. So which one is the best? The 56K standard is currently being ratified as I type and probably will be a mix of both proprietary protocols. The makers of the 56K modems will offer a firmware upgrade as soon as a standard is fixed.

The principal behind these two protocols is pretty much the same, they attain their high-speed by utilising the fact that most ISP's (Internet Service Providers) have a direct digital connection to the telephone exchange. When the ISP sends you information it can bypass the Digital to Analogue conversion process which is what restricts current line speeds to around 35Kbps. Although, because you don't have a digital connection to the exchange, the upload speed to your ISP is still restricted to 33.6Kbps. I have had quite a few people ask me whether they can connect at 56Kbps to your friend down the road. The answer is no, not unless you have a digital connection to the telephone exchange, which would effectively mean you had an ISDN connection, which offers 64K connections anyway. The only benefit from 56Kbps modems will be when connecting to an ISP which has a digital connection to the exchange. The initial tests of a wide range of 56Kbps modems have shown that it really depends on your locality as to whether you will get 56Kbps connections. A connection above 40Kbps is quite achievable with a 56K modem, but is this little increase in speed worth purchasing a 56K modem? If your

present modem is flash upgradable to 56K then you have nothing to lose, on the other hand, if you have a modem that is not upgradable, the other high speed connection options may appeal more to you.

ISDN - THE DIGITAL CONNECTION

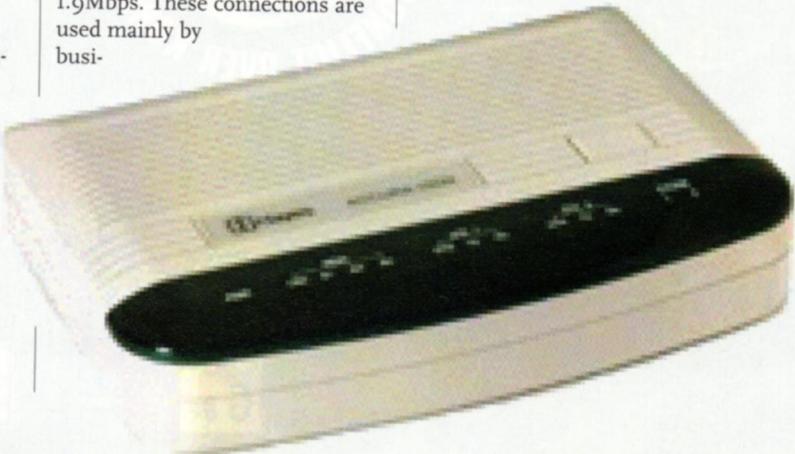
ISDN (Integrated Services Digital Network) allows for digital connections to your house or business. ISDN comes in the form of a connection or channel as they are called that can sustain up to 64Kbps in bandwidth. There are currently two types of ISDN connection types available in Australia. ISDN BRI (Basic Rate Interface) contains two ISDN channels at 64Kbps, allowing for a total bandwidth of 128Kbps. This is the connection you would receive if you had ISDN to your home. The ISDN modems have come down in price but the actual cost of owning an ISDN line is still a little too high for your average gamer. ISDN PRI (Primary Rate Interface) is the big daddy of ISDN and has thirty ISDN channels at 64Kbps allowing for a total bandwidth of around 1.9Mbps. These connections are used mainly by busi-



nesses that need massive bandwidth, as the cost of ISDN PRI is way out of reach of most home PC users. ISDN itself would have been a very good method for giving people the high speed connections that they are asking for, but at 128Kbps it's not that quick. Newer technologies like high-speed cable modems and DSL will leave ISDN in their wake.

THE CABLE GUY

Australia has now two carriers of cable television Optus and Foxtel. Both of these companies have said they will offer high speed cable Internet connections to their customers. Foxtel, who are associated with Telstra, have been first off the mark with their Big Pond cable modem service. The hybrid fibre coax network that makes up the Optus





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and Foxtel cable runs is very good at pumping data around. Speeds of up to 30Mbps are achievable, although this is to a local hub only. The actual throughput to your house is probably more like 2-4Mbps. Especially when you have multiple households connected to the hub and factor in the physical restrictions placed on the cable modem itself to transmit data to your PC. A 4Mbps connection would definitely make my day but this service is still very expensive and hopefully will reduce in price dramatically over the next year.

THE DSL FAMILY

DSL (Digital Subscriber Line) allows for special DSL modems to connect at very high speeds over standard copper telephone cable, the sort of cable connecting your home telephone connection. It manages high transmission rates up to 50Mbps, made possible with the use of sophisticated modulation schemes. ADSL (Asymmetric Digital Subscriber Line) is one of the best known variants of DSL and can transmit information at rates as high as 8.4Mbps at a maximum distance of around 2700 metres. ADSL cannot sustain such high speeds at greater distances than 2700m and drops to a slower rate of 1.5Mbps at dis-

tances up to 5400 metres. This connection method is termed asymmetric in that the speed downstream to you is faster than the upstream speed. This means that on an ADSL connection you can manage an upload speed from you to your host at only 640Kbps. This is very good for Internet connections, as more data will flow to you than in the other direction. These speeds are considerably higher than the analogue modems we use now and even beat ISDN hands down. The other variants of DSL include HDSL (High-data-rate Digital Subscriber Line), SDSL (Single-line Digital Subscriber Line) and VDSL (Very-high-data-rate Digital Subscriber Line). All these other DSL standards have their advantages and disadvantages. All offer very high speed connections without the need for the telco's to outlay a fortune to run fibre optic cable directly to your homes. Don't expect to see DSL for a couple of years yet but when it arrives, low cost high-speed connections will be in abundance.

LOOKING SKYWARD

Another method for data delivery is through the use of Satellites. These fine little devices circle the earth and can provide high-speed connections through the use of receiver dish-

es just like the ones used for receiving satellite TV. Companies in America and Europe already offer connections to the Internet via satellite, connections up to 400Kbps can be achieved. Satellite coverage of Australia should increase in the next few years and you could see high-speed satellite services offered here for very good prices. The only downfall of this type of connection is that the satellite receiver dishes are not capable of transmitting data back to the satellite. A standard modem connection is also needed to send data upstream, which is not such a bad thing if all you are doing is surfing the Internet.

CONNECT

Obviously there is still no cheap, widespread broadband connection method for the average user. We may have to put up with the 56Kbps modems for a bit longer - until cable modems come down in price. If you can afford an ISDN connection then cool, but the price is far too high for the effective bandwidth increase it provides. Cable modems or DSL are definitely the preferred high-speed connection method and should usher in

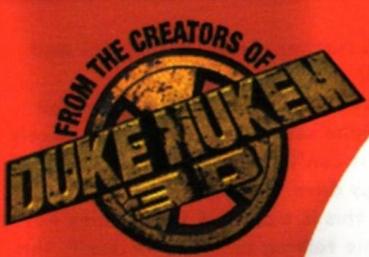


a new era for Internet gaming. Just imagine the amount of people you could have on-line at once. You could even have a camera with videophone connections while playing an on-line game, so you can see your friend's facial expressions when you blow their prized character sky high. The connection of the future will have to be direct optic fibre connection, the theoretical through-put of optic fibre cable is around 40Tbps (Trillion Bits Per Second) just imagine what games programmers could achieve with this much bandwidth. Just plug in your solid matter free form holographic projection system equipped PC and... "Please wait. Downloading 22 Petabytes of holographic image data. Only 1 hour 23 minutes to go." Oh well, maybe it will get faster in the future!

Shopping for SPEED. Current technologies and what they deliver.

Connection method	Connection speed (Downstream)	Connection speed (upstream)
Analogue modem		
V34+ X2 & 56Kflex	33.6Kbps 56Kbps	33.6Kbps 33.6Kbps
ISDN		
BRI PRI	128Kbps 1.9Mbps	128Kbps 1.9Mbps
xDSL		
ADSL (to ~2700m) ADSL (to ~5400m) HDSL (to ~3600m) SDSL (to ~3600m) VDSL (to ~1300m) VDSL (to ~400m)	8.4Mbps 1.5Mbps 2.0Mbps 2.0Mbps 13Mbps 50Mbps	640Kbps 16Kbps 2.0Mbps 2.0Mbps 2.0Mbps 2.0Mbps
Cable		
Foxtel & Optus	30Mbps (theoretical)	3.0Mbps (theoretical)
Fibre Optic		
Fibre modem	40Tbps (theoretical)	40Tbps (theoretical)

WHO WANTS SOME WANG?



THE YIN OF DEATH

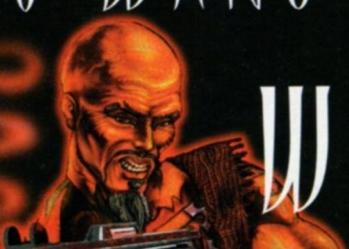
THE YANG OF LIFE

ALL IN THE HANDS OF

ONE SICK NINJA PUPPY



W W W WANG IS



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WHEN YOU WRITE, REMEMBER TO INCLUDE AS MUCH PERTINENT INFORMATION AS POSSIBLE. SEND YOUR CONFIG.SYS AND AUTOEXEC.BAT AND ANY ASSOCIATED *.INI FILES FOR WINDOWS THAT MIGHT TELL ME MORE ABOUT YOUR PROBLEM. GIVE ME AS DETAILED AN EXPLANATION AS YOU CAN AND BE SURE TO INCLUDE AS MUCH DETAIL AS POSSIBLE ABOUT YOUR PC. FEEL FREE TO EMAIL YOUR QUESTIONS OR, IF YOU WANT TO SNAIL MAIL, PLEASE REMEMBER TO WRITE CLEARLY OR BETTER STILL, PRINT YOUR LETTERS. PLEASE NOTE THAT DUE TO THE VOLUME OF MESSAGES WE RECEIVE, WE CANNOT GUARANTEE A RESPONSE TO YOUR QUERIES.

VIRUSES SUCK

>q My problem is that my old 486/66 8Mb RAM, has got a lot of viruses in its time. But I got rid of em all. Except one left a problem behind.

I was on a Inet chat room. Someone put up a link to someplace and I clicked on the link. That was my biggest mistake. Nothing happened at first so I thought that nothing will happen at all. But one Thursday afternoon I turned on my PC and it wouldn't install my mouse driver, so I rebooted again and the same thing happened. I rebooted around 5 times and nothing happened.

After a few days trying to get help I got a anti virus program of a friend. I ran it and it said CMOS VIRUS PRESENT and I was like shocked at that, so I killed it and rebooted so I could enter CMOS setup.

I entered my password nothing happened, I thought I made a typo so I typed more carefully this time but still nothing. So I guessed who ever planted the virus took care of me trying to get to CMOS setup.

I got help from a friend was an "expert" and he told me to just fdisk C:\. This time not only will it not install the mouse driver, it won't install Windows either. So I need help. Also, I know I can reset CMOS manually, but my mother chucked away the manual (they love doing that). I'm in deep shit and I'm asking you guys to get me out.

Wayne Kerr
Sydney, NSW

>a If the virus checker thinks there's a virus that's affected your CMOS then certainly the only way to make sure you can undo any damage it has done is to reset it. You will HAVE to find that mother-

board manual to do this. You can try looking at the motherboard and find the correct jumper, which isn't so hard with newer motherboards as they have a habit of conveniently marking these things, but if you should change the wrong jumper...

If you can find it, switch it, turn the power on, turn the power off and then switch it back. This should reset your CMOS. Your friend's advice about FDISK is somewhat correct — there's no point fixing any virus damage unless you also ensure you've removed the virus from your system. To remove it from infected files you should use a virus scanner that can also clean, such as McAfee's SCAN program. Since viruses also often infect your MBR (Master Boot Record) it's also advisable to remove them from here, otherwise you'll simply load the virus again next time you boot. This is where FDISK comes in: although you normally use FDISK to partition drives (and thus destroy data) you can just write a default MBR to any drive by typing FDISK /MBR on the drive of your choice — no data will be affected, but any MBR resident viruses should be removed.

FLOPPY WOES

>q Ash I've got this problem with my 1.44 disk drive in Windows 95. Whenever I go to use it my computer hangs! Same in DOS, I've tried using Windows troubleshooting but it doesn't fix it. I've also got a prob with this other computer, I've got the hard disk controller failing initialization. Do you know how to fix this problem? I have a P90, IBM genuine 330 series, 8Mb RAM, 540Mb HDD, standard floppy controller (with a black case + screen! I also sprayed my speakers black).

Faxed (and nameless!)

Fishing Pt, NSW

>a I knew I wasn't the only freak with a black case! And you've gone

one step further, black speakers — Well done lad!

Er... anyway onto your prob. The reason your machine seems to 'hang' is most likely because it can't get information back from the floppy drive. This isn't a case of bad sectors, this is a case of the machine having trouble talking to the drive itself. This can happen if the controller or drive is dying, or more likely, if someone has recently tampered with your machine and not plugged the floppy back in properly.

A dead or improperly connected floppy will be unable to report anything back to the OS and as such the OS will keep trying to poll the floppy drive for a long time before giving up. Given that the floppy drive is an interrupt, this means (at least in DOS) your machine will freeze while the system tries to access it.

You've got a somewhat related problem with your other machine. If it's reporting that it can't initialise it's likely the controller has died (given that you mention it's a 386).

The floppy problem can be corrected by checking to ensure it's properly connected and, if it is, try grabbing the floppy from your other machine and use that and see if it works. Plugging it in is easy: the power can only go in one way and for the ribbon you should ensure that the red stripe aligns with pin 1.

SAVING SPACE

>q I was recently talking to a friend about a program he has called 'Partition Magic'. One of the things he was telling me about this program was how he was able to free up disk space by using this program to change the size of his disk clusters from 32k to 4k. I am a bit sceptical about this and I was wondering whether or not it was possible to do this and if there were any drawbacks/problems that could occur by doing this?

SYSTEM COMMANDER™



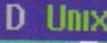
PC-DOS 7.0



Novell DOS 7



Windows NT



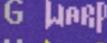
SCO Unix



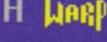
Windows 95



Netware 4



OS/2 on the network



OS/2 Laptop, no network

Timeout in: 12 secs

Setup Detail Info-disk About Help

IF YOU USE MORE THAN ONE OS, SYSTEM COMMANDER IS A MUST. (SEE LETTER 'SETTING UP THE COMMANDER')

James A

Internet

>a It is indeed possible to do this, and yes there are drawbacks. Basically the FAT file system wasn't designed for big disks. When you use a big disk, FAT has to use large cluster sizes in order to map it — and even then only up to a maximum of 2G.

Large cluster sizes waste space. A 512M partition has a cluster size of 8k. A 2G partition has a size of 32k. If you write a 5k file to a 2G partition, 27k of that cluster is unusable for as long as the file resides there. This vacant space is known as 'slack space' and will exist in small or large amounts for almost every single file on your disk. Over thousands of files, slack space can total hundreds of megs — all unusable space.

The key to recovering this space is to use small cluster sizes. Normally to use a smaller cluster size you would have to repartition your disk using FDISK, thereby destroying all data on it. Partition Magic is a commercial product that allows you to resize partitions without losing data.

So what's stopping you from using a 4k cluster size on a 2G drive? This is the drawback. Remember large cluster sizes only exist so FAT can properly map large drives. If you want to use a smaller cluster size, you automatically limit the maximum size of your partition.

So yes, you can recover space using a program like Partition Magic, but only if you divide your large drives into multiple small partitions.

PARALLEL POWER

>q Thanks for the nice and informative motherboard article in your 09/97 PCPP. One thing that wasn't covered though (and nobody else seems to cover at all) is the question of dual processor motherboards.

There is no doubt that the drop in price of dual processor motherboards puts these into the realms of the gamers, but search as we might, there seems to be little literature available on this topic.

Questions I think a lot of us would like answered include: Do 2-processor boards give any incompatibility issues with games or applications? Do they have a role in games machines? Does 2 x P150 = P300 (I'm told it

doesn't, but nobody knows what it seems to equal) etc.

Perhaps just a quick amendment in your upcoming issue on this point may be warranted? I'm sure a lot of people are curious to know.

Chanh Thao

Internet

>a You shouldn't encounter any incompatibility issues with dual processor motherboards — from a software perspective applications don't know or care that they're running on a single or multi CPU motherboard.

To answer the second question, no they don't have a role in games. Not directly, anyway. In the future you might see games servers demanding vast power, but such games are likely to run on appropriate mainframe equivalent hardware (just take a guess at what Ultima Online must running!).

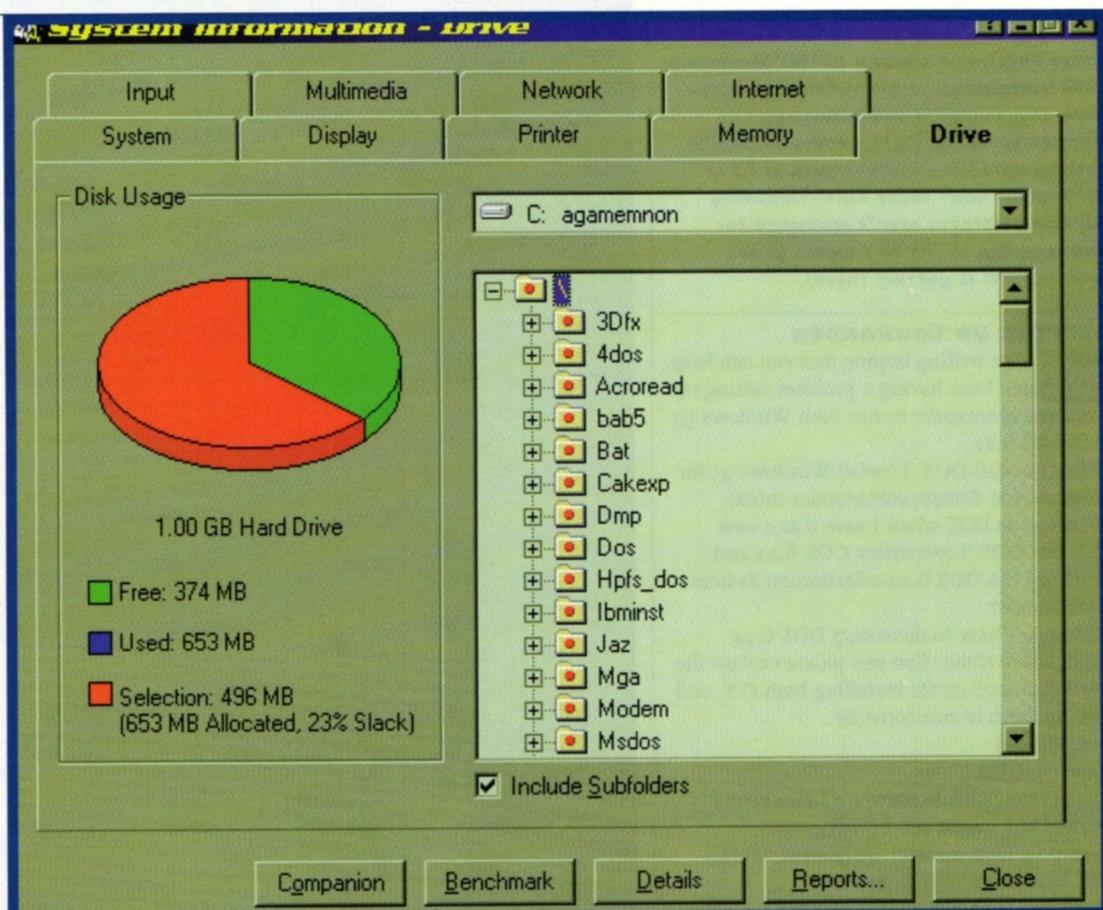
As for your third question, two P150's certainly do not make a P300! It helps to understand how dual processor motherboards work: firstly, the operating system must support it. OSes such as OS/2 SMP (Symmetric Multi Processing) and NT, not to mention UNIX, all support multiple processor motherboards. It's up to the OS to divide up its tasks (the applications you're running) among the CPUs to maximise performance. Take note that on a multi-processor motherboard you are TRULY multi-

SLACK SPACE ACCORDING TO NORTON.
23% HERE IS EQUAL TO 150M. (SEE LETTER 'SAVING SPACE')

tasking — you have two CPUs each running their own processes. All multitasking on single processor machines (generally, preemptive multitasking) is simply an illusion (a darn fast one at that).

The only advantage you might find would be the ability to, say, play Quake at full speed without impacting other processes running in the background (I dunno, maybe you're compiling and running a website in the background?). Directly, it's fair to say that one application (or game) won't benefit from two CPUs because the application itself is going to be one process running on one CPU. However with programmers these days quickly learning the strings of multi-threading (the ability to spawn 'threads', or mini processes, to perform tasks) it's possible a program could spawn threads to do certain tasks (as a hopeful far flung example — say the AI of creatures in Quake) to which the operating system would allocate one CPU for the parent program and one for the thread, both then running concurrently.

As you can see, there are great possibilities and nothing new has to be done from the application or games programmers standpoint (apart from learning to use threads, which most programmers DON'T do



these days), it's simply a matter of waiting until multiprocessor motherboards become more of a standard and games start to support proper multi-threading and multi-tasking operating systems such as NT or OS/2. Right now, these multi-threading capable platforms aren't renowned for games or the ability to support games (although NT is getting there).

SETTING UP COMMANDER

>q I am writing hoping that you can help me. I am having a problem setting up System Commander to run both Windows 95 and DOS 6.22.

After I install DOS, I install Windows 95 for some reason System commander thinks Windows is DOS when I save it as a new O.S. but DOS 7 overwrites DOS 6.22 and stuffs up the DOS 6.22 selection on System Commander.

What do I have to do to stop DOS 6.22 being overwritten. Can you please explain the correct procedure for installing both O.S. and getting them to run correctly.

S.B. Stenzel

Ipswich, QLD

>a Yep, this is always a little tricky but worth the effort.

Starting from a clean system you install DOS 6.22 onto your C: drive.

Next you install System Commander and allow it to detect DOS and add it as a menu entry.

Next you boot DOS 6.22 and install Windows 95. During this process Windows will overwrite System Commander's boot section and you'll only be able to boot Windows 95.

To get DOS 6.22 back (which is still there) you have to boot a DOS floppy disk (DOS 6.22 or DOS 7, it doesn't matter. Just don't boot Windows from your hard drive).

Once you've booted a floppy go to your System Commander directory and type SCIN. This will bring up a menu, select 'Re-install/Update System Commander'.

When you reboot System Commander will find Windows 95 and add it to your menu. Now you'll be able to boot DOS 6.22 or Windows 95, both from C:, without any probs.

As for your problem with System Commander thinking Windows is DOS, are you using Windows 95 OSR2? System Commander can't correctly identify OSR2 but you can still use System Commander to boot OSR2. When it finds OSR2 simply change the name from 'DOS' to 'Windows 95' and change the directory from 'C:\MSDOS' to 'C:\Win95' or whatever directory you wish. Take note that if you make big changes to OSR2 such as configuring network drivers, when you reboot System Commander will again think it's found a new OS. It hasn't, it's just found OSR2 again and you'll need to repeat the

Random Access

Welcome to Random Access, a column dedicated to interesting, useful and informative tips about anything and everything to do with your PC. Be it hardware, software, DOS or Windows you'll find tips and tricks listed here every month. If you have some tips of your own you'd like to share with other gamers such as yourself feel free to send your tip into Setup and, if we publish it, we'll be sure to credit and print your name.

GO ON A RAID!

Last month I mentioned a feature of Mr.BIOS that allows you to RAID (Redundant Array of Inexpensive Disks) EIDE drives. If you're a speed freak, get ready to drool.

In short RAID is the process whereby two or more drives are operated as one (the computer sees only one hard drive), with data being 'striped' across all drives (this is known as RAID 0). By doing so you automatically harness the power of multiple hard drive heads reading files from your drives. Two heads better than one? You bet, but try three and you're likely to ruin your pants.

By striping your drives you can achieve extremely high sustained throughput - two ~5M a second hard drives (your standard 5400 RPM EIDE drive) striped will provide around 9M a second real transfer. Once you've tried it, you can't go back.

There's one tiny problem however — if you use Mr.BIOS to RAID your drives you'll need to make a few changes so operating systems apart from DOS can see your RAID array.

Normally your OS will attempt to see the two drives as individual drives because it's accessing them directly rather than going through your BIOS — which is precisely where Mr.BIOS does its magic.

For Win95 you can fix this by ensuring it doesn't load your EIDE driver — just open Control Panel --> System --> Hard Drive Controllers and disable your driver. If that doesn't work, remove it and say 'no' to installing a driver when you reboot.

For other OSes such as OS/2 it's a matter of removing any IDE drivers and ensuring the BIOS driver (Int 13) is loaded.

Missed last month's riveting Random Access? Check out www.mrbios.com for more information on this excellent BIOS.

NUMLOCK SCHNUMLOCK

If you're the strange type of person who prefers NUMLOCK to be off by default, or you're the even stranger type of person who prefers it on, you can tell Windows what to do with NUMLOCK during boot time by adding the following environment variable to your CONFIG.SYS:

NUMLOCK=ON/OFF

Choosing, of course, your preference of ON or OFF. Now you no longer have to curse at your PC everytime you're forced to exert yourself and manually enable/disable NUMLOCK on your keypad.

above procedure and then delete the extra Windows 95 entry.

RECOGNISING RAM

>q I have a 486 computer with 4Mb of RAM in the form of 4 x 1MB SIMMs. I recently got 4 more 4MB SIMMs bringing my total to 20MB of RAM. The problem is that the 486 won't recognise the new RAM.

Jason Heath.

Internet

>a Thanks for sending your CONFIG.SYS and AUTOEXEC.BAT but the problem you have is hardware based!

Depending on the motherboard there are a number of reasons your new RAM isn't being recognised. For a start make sure you place all your RAM in banks (sets of two), normally clearly marked on your motherboard. Don't mix a 4M SIMM and a 1M SIMM in the one bank. Next make sure you place all your 4M SIMMS first, place the 1M SIMMS in the last available banks. If the RAM still isn't recognised it's possible the motherboard just doesn't like you mixing different sized, or different speed (if they are), SIMMS. Ideally you

should just try with 16M of RAM from the 4M SIMMS and see if that works and then add the 1M SIMMS.

SMALL FLOPPIES

>q I have a problem which you will probably be able to solve really easily but I'm only a kid and new to the world of computers. I'm trying to put a 10.6 MB file onto a 1.44 MB disk. I was wondering if there was any way of splitting up the file to fit on more than one disk or a way to compress the file. I would be really grateful if you knew the answer.

Miles Jacob
Northam, WA

>a You certainly can compress a large file and fit it on MULTIPLE disks. There are loads of handy utils out there to do this. ARJ, UC2 and WinZip (the Windows version of ZIP) can all compress and split files across multiple floppy disks.

For ARJ just type: arj a -va -jm -i1 a:<archive name> <file to compress> to get maximum compression and span the file across multiple disks. Nice and handy. If you prefer an interactive feel, try WinZip.

MYTH

THE FALLEN LORDS™



Myth: The Fallen Lords is the first fully 3D realtime strategy game,

where epic battle rages across a richly detailed fantasy world. A multimetric game, Myth: The Fallen Lords gives gamers complete freedom to view their forces and the battlefield, orbiting around their heads or zooming in for a close-up of a melee. Mastery of formations and disciplined movement of hundreds of units is critical to survival, where large scale maneuvers

end in the fury of hand to hand combat. It features cross-platform networking, while Bungie's server, bungie.net, makes playing over the Internet as easy as over the office LAN. Myth: The Fallen Lords includes maps designed specifically for network play, and alternate networking scenarios like Assassin and King of the Hill.

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? * ORACLE

RANDOM ORACLE QUOTE: "OF COURSE I ONLY NEED 2 HOURS SLEEP, THERE'S ULTIMA ONLINE TO PLAY!".

ORACLE

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Another month passes by and the Oracle, a little older and a little wiser, mourns the loss of the Ultima computer game. Yes, this Oracle participated in the Ultima Online Beta test which finished, just last week. Ultima Online is the greatest game ever made, rich with adversity, danger and just all out fantastic adventuring. My time without it is painful indeed. I must forge on though, for this is a happy place of questions answered and solutions abound. Indeed happier times are afoot, the commercial version of Ultima Online should be out even as you read this, so make sure to send your questions in regarding it. Oh, and anyone who wishes to go adventuring with the Oracle or just needs a bit of a tour or help in the game, make sure you include your email address in the letter and if you ask nice enough, I'll see you in Britannia. (Expect to have the journey documented in the Oracle as well.)

C&C : COVERT OPS

! In your Counterstrike review, you said that there were "Dinosaurs" in C&C : Covert Ops. If they do exist, could you please tell me how I can get them?

ANDREW TULIP
NSW

* Firstly Andrew, that's an excellent picture you included in the letter. Your portrait of Ben was pretty close too, except you forgot to include his horns. And the pointy tail, oh, and the pitchfork that he jabs us with to keep us on target. But seriously (grovelling apologies to Ben), to access the dinosaurs in C&C, do this. At the DOS prompt 'C:\C&C>' type "C&C funpark" Then "enter". In the game, choose "NOD". This allows you to access the 5 secret levels. In the first, you can kill the dinosaurs and on the 5th level, you can be the dinosaurs. There you go, have fun!.

NORMALITY

! I'm stuck in the furniture factory in Normality. I've got the bed buzzing and am in the ducting above the "glass case" containing the "debris" but I can't get it. Also, how do you get onto the shop floor past the guard? I also cannot light the slow torch to open the container door outside the factory.

LEIGH SCOPES,
CASTLEMNAINE, VIC.

* To get through the factory, just do this: Go up the stairs and get the

Slumber Manual on the floor (and read it). Use the Current Receiver on the bare electrical wires by the bed. Use the Current Sender on the Battery. Use the Battery/Current Sender combination on the Current Receiver.

Go to the Toilet (in the game I hasten to add!). Stand on the Toilet and use the Air Vent. From the Air Vent go forward and take the first left and follow the tunnel round until you find a belt. Get the belt. From the Air Vent, go forward and take the first right then follow the tunnel round until you come to a second Air Vent. Look down and Use the Alarm Case to get the Debris. Leave the ventilation system from where you came in and go to Changing Room.

Talk to the Tester. In the same room look for some lockers with "Tubby" written on them and open the fourth locker along (2nd down). Get the books in the locker and Examine them. Go back to the empty bed and put the Debris on it. Go to the Grinders (past the mock living area) and read the Manual on the floor by the Extinguisher. Use the Belt with the Extinguisher. Use the Extinguisher. Get the Extinguisher. Use the Control Box. Use the Middle Grinder. Talk Heather and get your mission orders. Use the Extinguisher on one of the paint drums around the back of the factory.

THEME PARK

! I am currently playing Theme Park and am totally stuck. I just can't get enough money for most of the rides. I am desperate for some codes. Please help me.

MICHAEL WALKER
TAURANGA, NEW ZEALAND

* Here then, are some codes...
Type your name as Horza at the beginning of the game and press the following:
ctrl z = All shops
alt z = All rides
shift z = All features
c = \$50,000

THE NEVERHOOD

! I need some help in The Neverhood. I have disposed of BIL and his opponent. I have solved the mouse maze and transported the lamp thing via the vacuum cleaner to reveal the solution of the 3 pin puzzle. Now however, I seem to be stuck. I need to find a 3rd pin. I also need to solve the puzzle of the symbols in the wall near the canon. I'm 74 years old and love your magazine.

COLIN DESBOROUGH

* Wow, now that's an impressive age Colin. It

warms this Oracle's heart to know that "us gamers" come from all walks, and all ages. Anyways, you've almost finished the Neverhood there. I'll take you to the completion in case you get stuck again.

To get the three keys, you need to go to 3 different places (funny that). The first key is on the balcony of the castle. The second key can be acquired by taking the putt-putt car in the cave where the weasel lived to the room at the end of the track. The third key is given to you automatically after you have placed all twenty of the story disks into any video player.

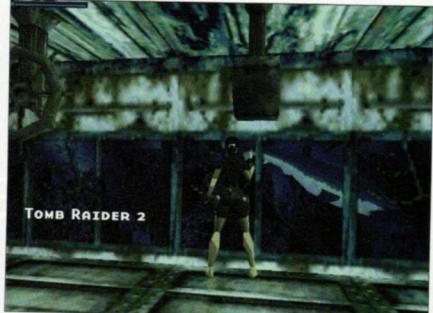
You should already have 19 of the disks at this stage of the game. The 20th is located _all the way_ at the end of the Hall of Records. The disk is on the floor.

(As a reference for others) To get the other keys, go to the balcony where there is a key floating up above. Pick up the pin on the ground and then take the elevator inside the castle up to the Telepod room. Look out the window. Click on the balloon and pop it. Go back down to the balcony and pick up the key.

Continue to the room with more pesky fly-traps and push the flytrap over to the area just below the last ring on the right. Jump up and grab the ring. When you let go into the next room.

Now, you do know the correct order of the 3 rings don't you? In case you don't, you need to have pushed that goofy looking thing with the handle that you saw in the room with the butter pat on the wall over to the vacuum and stepped on the yellow button to suck it up. Then you need return to the castle and it will be there. Push it over to the right just a little bit and the top of it will turn toward the wall. Pull the handle and zowie there's the answer. Put the keys in the proper holes and the door will open.

Bonus Hints and Cheats: Frequently visiting your mailbox located below the Flytrap room will yield new clues to help you solve the next puzzle. Save often so if you exit, you can get back to where you were without re-playing the whole game.



TOMB RAIDER

? I am now reduced to grovelling at your feet and hope you haven't reached your quota for supplying help with Tomb Raider because I've been stuck for months. I've been right up to the source of the river (and only found a medikit). I've been across the suspension bridge and pulled the lever and watched the cogs turn (I'm aware that I have to find more cogs), but cannot find any.

R. McGREGOR

PINE MOUNTAIN, QLD.

* Heh, Now there's an idea, a max quota on game solutions. Sigh, looks like my Tomb Raider quota hasn't hit yet, and you're letter doesn't make it easier. By your letter, I can only assume you've found no cogs, meaning an entire level solution. Remember, if possible, be specific about what you've done, what you have, and where you're trying to go.

Lost Valley - Beginning to end.

Follow the tunnel until you reach the river. You can either jump in or to your right and do some cliff diving. Find a safe place to exit the lake and kill the 2 wolves on patrol. Climb over the rocks opposite the waterfall and enter the cave. Kill the wolf that attacks then continue further and turn right. Jump into the slanted chamber and kill the 3 wolves waiting here. Don't go any further as it is just a dead end. Return to the room you were just in and find the ledge you can pull yourself up onto. Continue climbing until you find the skeleton and a medkit. Continue forward and slide down into the valley.

A red Raptor rushes you. Fire as fast as you can and dodge this guy's attacks. When he is dead enter the valley and kill the second raptor. Check your health at this point and make sure its FULL. Note the broken rope bridge above. Note the HUGE FOOTPRINTS below. Note the tense music that just started playing. Note the size of the teeth on the T-Rex that just rounded the corner. Do a LOT of side-jumping and keep firing until this monster is dead. You may have to heal yourself in mid-combat. NEVER let this guy get close to you with his mouth or you are dead no matter what your health bar says. Top section too, first time I saw it, it was change of undies time.



TOMB RAIDER 2

After he is dead run past him under the bridge until you reach 2 waterfalls. Climb the ledge to the right of the right waterfall to find SECRET #1: Shotgun shells. Go to the ledge between the falls. Climb up 2 ledges and jump to the right onto the 3rd ledge. Hold onto the ledge and shimmy to the right until you're in the middle of the falls. Pull yourself up and into SECRET #2: Shells and Uzi Clips.

Return to the ground (climb or dive) and head for the broken bridge and look for a door in the grass covered rock. Enter the passage and kill the raptor waiting down the hall. Advance until you reach a waterfall. Climb the ledges to the right and get Cog #1. Then dive into the pool. Swim until you surface at the right waterfall in the valley. Turn left and advance to the temple in the distance. Take out the 2 raptors lurking near the temple. Enter the temple and save your game. Take a swim heading for the right side of this pool to get Cog #2. Exit the temple and find a climbable ledge along the left valley wall near the dead raptors.

Climb the first ledge then jump left to the 2nd ledge. Turn left to jump (or grab) the 3rd ledge then do a leap and grab the 4th ledge. Do one more giant leap onto the temple roof for SECRET #3 and get the medkit, magnum clips, uzi clips, and shotgun shells. You can get back down by going left and jumping to the slanted cliff and sliding to the bottom. Turn to the right and climb into the

cave in the valley wall.

Follow the tunnel and save your game. Continue until you reach the rope bridge. Do the giant leap and grab the other side of the bridge. Pull yourself up and continue over to get Cog #3. Do a safety drop to the valley floor and make your way back to the cave above the first huge waterfall (the beginning of this level).

Next is a series of jump crisscrossing the river. Miss one and you are going for a ride over the falls so be careful! The final jump requires you to grab the edge and pull yourself up. Follow the tunnel and cross the bridge. Save your game before crossing then use the 3 Cogs on the wall then pull the lever. The dam shuts and the waterfall stops.

Do NOT cross the bridge but rather drop off the side and grab on. Shimmy left and drop onto a rock. Go up and turn left to SECRET #4 and get a medkit. Jump in the water and swim until you reach the dam. Turn left and pull yourself up onto the ledge. Find the skeleton and get their shotgun. Jump back in the water and enter a tunnel. This is a very long tunnel but you will eventually surface into SECRET #5 with shotgun shells and a medkit.

Go through the door and jump onto the dry riverbed. Follow it to the waterfall (or rather where the waterfall used to be) and dive into the lake below. There is now a tunnel you can get to which used to be blocked by the waterfall. Enter the tunnel, open the door and EXIT!



OLD CHEATERS NEVER DIE, THEIR GAME-TIME JUST GETS SHORTER

AGE OF EMPIRES

F6 = Full map toggle
F7 = Fog of war toggle
CTRL-Q = Speeds up building
CTRL-G = 1000 gold
CTRL-W = 1000 wood
CTRL-S = 1000 stone
CTRL-F = 1000 food
CTRL-T = New menu under wood, food, gold and stone
CTRL-P = Left click to place more rock

BETRAYAL IN ANTARA

To enter the codes press **CTRL+SHIFT+Z** to bring up a cheat menu. Then type in the code and press ENTER.

ask a glass of water = Teleport to location of beginning of chapter
some call me tim = Kill all enemies during combat
gotta have magic = Give Aren all spells
why am I so dull = Max out skills
man does my leg hurt = Heal party
supermarket for the rich = Access good items

COMANCHE 3.0

While in the game, type 'r' to activate the radio. Type in these words and press enter:
ratz = Invisibility (lasts for 30 seconds)
cowz = Freeze enemies (lasts for 30 seconds)
ipig = Overload weapons
cat9 = Fix damage
dog9 = Recharge weapon
bat9 = GPS Hellfires

MDK

To use these codes, hit the F1 key to get to the help screen first. Most of these codes can only be used once per level.

American Version:

MAKEMEFULL = Full health
MASTERBLASTER = Super chain gun powerup
TWISTANDSHOUT = Tornado item
BIGGRENADE = Homing sniper grenade

ammo

KILL = Kill yourself

European Version:

HEALME = Full health

INEEDABIGGUN = Super chain gun powerup

HOLOKURTISFUN = Dummy item

TORNADOAWAY = Torando item

NASTYSHOTTANKS = Homing sniper

grenade ammo

KILL = Kill yourself

To use this code, just type it in after the drop from space on the first level:

SHOWMOVIEMDKBZK Play hidden movie

MEAT PUPPET

Type these codes in during gameplay:

~ingesth = Full health
~ingesta = Full ammo
~ingestw = Full ammo
~ingetste = Full energy

GENE WARS

To use the following cheat codes, you must first type in "**SALMONAXE**" during gameplay. Then, just tap the key to activate the cheat.

W - Hit the W key to automatically win the mission.

L - Hit the L key to summon more monoliths. You can upgrade all your specialists, purebreds, and hybrids in no time at all.

C - Gives you access to all purebreds and hybrids.

T - Makes structures translucent.

D - Gives memory statistics.

HEROES OF MIGHT AND MAGIC II

During gameplay, type these in.

911 - Wins Scenario

8675309 - Reveal entire map

32167 - Gives 5 Black Dragons to Selection hero.

1313 - Lose Scenario

HEXEN II

god = Godmode ON/OFF

noclip = Noclipping ON/OFF

notarget = Enemys don't recognize you ON/OFF

changelevel X = Changes level (X= Level Name)

restart = Restarts the level

name X = Changes your name (X= New Name)

give h X = Gives health (X= Ammount of health. Maximum 999)

give 2 = Gives weapon 2

give 3 = Gives weapon 3

give 4 = Gives weapon 4

impulse 9 = All Weapons/Mana

impulse 14 = Gives you a Sheep

impulse 23 = Torch

impulse 43 = All Weapons/Mana/Items

impulse 44 = Throws a Item

impulse 10 = Change Weapon

impulse 13 = Lift Object

impulse 100 = Uses the Torch

impulse 101 = Uses the Quartz Flask

impulse 102 = Uses the Mystic Urn

impulse 103 = Uses the Krater

impulse 104 = Uses the Chaos Device

impulse 105 = Uses the Tome of Tower

impulse 106 = Uses the Summon stn

impulse 107 = Uses the Invisibility

impulse 108 = Uses the Glyph

impulse 109 = Uses the Boots

impulse 110 = Uses the Repulsion

impulse 111 = Uses the No Peep

impulse 112 = Uses the Ring Of Flight

impulse 113 = Uses the Force Cube

impulse 114 = Uses the Icon Defn

chase_active 1 = Chase Mode (Camera)

Here's how level advancement works in Hexen II multiplayer:



- You lose a level for getting killed.
- You lose experience for killing someone on your team.
- You get more exp. for killing higher level players.
- You get more exp. for killing someone higher than you in level/exp.
- You get more exp. for killing w/o tome.
- You get more exp. for killing with lower weapons.
- You get a bonus for killing as a sheep.
- You get a bonus for killing the King of the Hill. King of the Hill is current exp. leader.
- You get frags and level frags. Level frags keep track of the total number of the levels of the players you've killed.
- Impulse 255 and Impulse 254 will display (on the console, for now) the current King of the Hill and the Frag List (lists player's class, level, name, frags, and level frags).

HYPERBLADE

MDMKS8 - Increases attack ability and makes you more immune to opponent attacks

POTATO - Decreases character size

SHUIN - Enables a hidden team

GORILLA - Gorilla characters

SPICYBRAINS - Upside-down characters

IMPERIUM GALACTICA

While in the game hold down SHIFT, and type **KAROLY**. This will activate the cheat codes. Then just hit the correct key to activate a cheat.

c - all colonies and inventions

v - +100,000 credits

OUTLAWS

OLPOSTAL - All weapons and ammo.

OLCDS - map supermode

OLREDLITE - Freezes enemies but you can't hurt them.

OLFPS - display frames per second

OLAIRHEAD - Flying Mode

OLASH - Unlimited Ammo

OLGPS - Display coordinates

OJACKPOT - Add inventory

OLZIP - Teleport

LEVEL CODES

OLHIDEOUT

OLTOWN

OLTRAIN

OLCANYON

OLMILLS

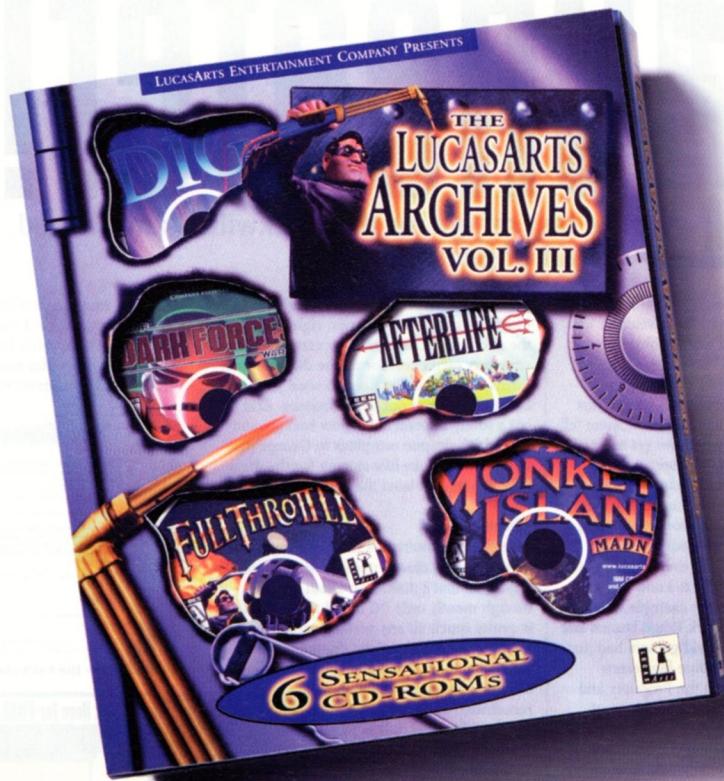
OLSIMMS

OLMINER

OLCLIFF

OLRANCH

PREGNANT WOMEN, INDIVIDUALS WITH BACK PROBLEMS AND
RECOVERING HERNIA PATIENTS SHOULD NOT LIFT THIS PACKAGE.



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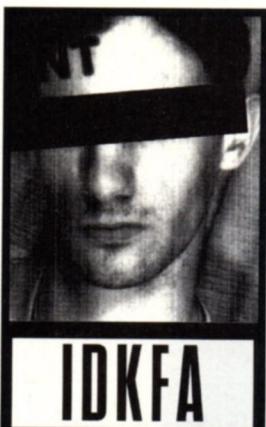
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Cheater!

The last refuge for the weakwilled and wicked.
The art of game cheats.

We're lucky enough here at PowerPlay to have access to the developers and distributors of games for those times when we need to know how to cheat. Whenever we need to finish a game (for review purposes only, of course) we can just call up one of our contacts and make them tell us what to do. It's also where we get most of our information for the Code section, and even the all knowing Oracle has been known to give up and go to the source once or twice. For you guys though, when you get stuck in a game, or just want to run around in God mode for kicks, it's not that easy. And, apparently, many of you do want to know cheat codes and the like - take the example of one little guy at the Sydney Dark Reign launch last month. A cinema full of avid gamers had just sat through a rather awesome big screen demo of Dark Reign, with the Producer and Director of the project from Activision out from America to walk us through all the cool parts. Then they asked if anyone had questions, and this guy practically wets himself trying to get the ushers attention, waving and jumping up and down frantically. So, he asks his question, simple and straight to the point. "Are there any cheats?". He's just sat through an hour or so of one of the most anticipated games this year, been told all about it by two very nice and very important Activision guys, and all he wants to know is if there's any cheats! And no-one called him a dickhead either! (Well, apart from the Next Media staff that is). Well, I mean, there's nothing intrinsically wrong with using cheat codes, they have their place - for when you're completely stuck or just want to have a bit of a stuff around, for example. So you wanna know where to find cheats and walkthroughs when code doesn't help, when Oracle takes no notice of you, when even the all powerful PowerPlay Game Guide (available at all quality newsagents) hasn't got what you want? You got 'em.

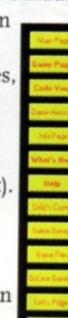
Hyperactive

First off the bat is the wonderful resource that is Hyperactive, at <http://www.hyperactive.com.au>, one of our sister publications. After selecting the Australian server, just click on Code, and you'll find a repository of cheat codes for thousands of games, for old

console systems like the SNES and MegaDrive, to arcade games, right through to the good old PC section. You can also add your very own cheat for all the different platforms, if you feel the need to send your cheating wisdom out to the masses. And it's got a lovely fluorescent yellow background too, which despite our pleas to George (the webmaster), looks like staying for the duration. Oh well, at least the cheats are good.

Cheaters Guild

Next site of interest is the Cheaters Guild, at <http://www.cheatersguild.com>. It's a repository of all that's dishonest about games, though mostly only PC based games (which is pretty much all any serious gamer uses anyway). And it's not just cheat codes you'll find here, though there is an exhaustive array of almost every game you can remember - and that's half the fun of these kinds of sites, so don't be surprised if you find yourself digging out those old classics and rediscovering them in a new light). Apart from that, there's sections for trainers and walkthroughs, general gameplay hints, and a section to send in your own hints, cheats or tips, as well as an ftp site for downloading all that is down-



loadable. And the best bit is that all of it is cross referenced, so if you go to the Jagged Alliance section, you'll find the cheat codes, hints, hack codes (for hex editing), and links to all the downloadable files, like the latest

The screenshot shows the homepage of The Gamers Choice. At the top, there's a large blue banner with the site's name. Below it is a navigation bar with links like Home, Games, Cheats, Trainers, and Help. The main content area features a welcome message, a search bar, and a sidebar with various links. On the right side, there's a large, stylized green alien head graphic.

Game cheats - the Net's main purpose

The screenshot shows the homepage of Cheater's Guild. At the top, a banner reads "Click Here for FREE Fun". Below it is a large yellow circle containing the letters "CG". To the right of the circle, the text "Cheater's Guild" is displayed. On the left side, there is a vertical menu with links: "Home Page", "Game Pages", "Code Vault", "Code Writing", "Help", "Join/Cong", "Link Pages", "Game Pages", "Code Writing", and "Link Pages". In the center, there is a section titled "Check out our Game Pages" with the subtext "More sites for the avid player games". Below this is another section titled "The Code Vault Archive over 1,100 games listed." At the bottom, there is a "Netscape Now!" logo and the text "Best viewed with Netscape 3.0 or higher at a resolution of 1024 x 768". The footer features the HMTMEL logo.

The screenshot shows the homepage of the hyperactive website. The header features the site's name in a large, stylized font with a registered trademark symbol, followed by "updated daily" and "[2.0]". Below the header is a search bar with the word "Code" and a magnifying glass icon. To the left is a sidebar with icons for "Noteworthy", "Reviews", "Contests", "Letters", "Links", "About", "Code", and "Downloads". The main content area displays a list of game reviews, each with a platform indicator in brackets: [PC], [SNES], [Mac], [Saturn], [Playstation], [Sega 32x], [Genesis [Mega Drive] Sega CD], [Arcade], and [N64]. At the bottom of the page is a banner for "ANZWERS" with the tagline "THE AUSTRALIAN AND NEW ZEALAND SEARCH ENGINE" and a "Click Here" button.

Click Below
What's New
Cheat Codes &
Walkthroughs
Game Reviews
Hot Hats
Party Tricks
Fun Links
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Home

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Cheat codes for 246 games
38 game reviews

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Ken Baumback, Editorial Director



Please Note: This Site uses Cascading Style Sheets used by Netscape Navigator 4+ and Microsoft Internet Explorer 3+ and is optimized for these browsers.

www.thecheatersguild.com

**Universal Hint System**

The Universal Hint System gives you only the hints that you need to solve dozens of computer games. Unlike traditional walkthroughs, the UHS lets you select questions & hints menus and view only as much information -- from subtle nudges to full answers -- as you want, so that you have an opportunity to think solving the puzzle on your own.

About the UHS

General information and history about the UHS

UHS Readers

You'll need a reader to view any of the UHS hint files. Readers are available for DOS, Windows, Mac, and Amiga systems.

UHS Hint Files

The UHS has hint files for 200+ games, from classics like the original Zork to the newest titles.

What's New

Contains the latest information on the UHS WWW pages and the UHS in general, including links to the newest hint files and readers.

www.uhs-hints.com

updates, game editors, trainers, FAQ's and so on. It's not called the cheaters guild for nothing, and it's one of the best sites for this kind of material anywhere, well worth a bookmark.

Apart from that, there's hundreds of other cheat sites, an alarming number for consoles, but plenty for PC based games as well. If the two sites above aren't any help, then there's bound to be somewhere with the information you're looking for, including these sites on this page - just don't abuse the cheats for games, cos they're guaranteed to ruin the experience of playing after a while.

ourworld.compuserve.com/homepages/Simon_Wisselink/gamesnsc.htm

~Gamers~ *Cheats* ~Paradise~

Welcome to this page of endless wisdom.

The cheats library

Search on a game and find all the cheats/tips available. Frames-capable browser users can use the list on the left to search my page. This list is updated frequently. Probably more than once a month. So keep in touch.

[Back To Home](#)

Links

- Word of Welcome
- Cheats:
 - The 7th Guest
 - King of the Beach
 - Volleyball
 - Command & Conquer
 - Creature Shock
 - Crusader: No remorse
 - Dark Forces
 - Drahdah Encounter
 - Depth Dweller
 - Descent
 - Decent II
 - Desert Strike
 - Destruction Derby
 - Duke Nukem 3D
 - Earthworm Jim
 - Fade to Black
 - Fatal Racing
 - FX Fighters
 - Halloween Harry
 - Heretic
 - House

ourworld.compuserve.com/homepages/Simon_Wisselink/gamesnsc.htm

Hints 'n Cheats

Welcome to my Hints 'n Cheats site - on the internet. Oh that site you can find over 200 hints, cheats and walkthroughs for IBM PC Games. When I'm done developing there will be patches and console cheats too!

Please Visit: [Macintosh Version](#) - [Windows Version](#) - [Email](#) - [Links](#)
[Don Me Shoutbox](#) or [View My Checkbook](#)

This site is heavily under construction and will change almost every day. I've tried to fix any bugs with Microsoft Internet Explorer 4.0 and Netscape Communicator 4.0. Go to the [FAQ](#) page for more information. If you have any problems with this however, please let me know. If you're not from Europe, I'd prefer to hear it in [www.cheatzone.com](#). And when you've got the time, please [Vote](#) for these pages!

Mail me at tomson@compuserve.com to tell me what you think of the new look!

CHEATER'S CHOICE OFFICIAL SITE

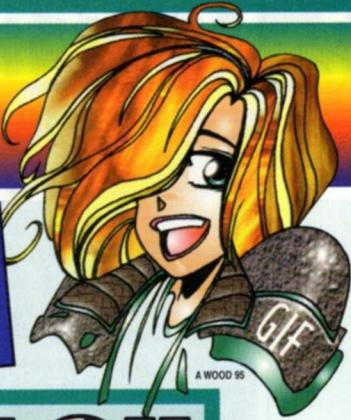
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Letter of the month! Win a subscription!

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R18+++

To get straight to the point, I am 12 and a regular gamer, and have been reading about the censorship laws in your magazine and how they are biased and wrong. Well there are three sides to the story, there's the under 18 side, the cool adults side (adult gamers) and the fat head asshole adults (old men sitting on their arse's saying games are too violent). In your latest mag (August) you said there should be a R+18 category. Was the lack of an R+ category in Australia because the government is too strict? Because if it is, it means if they do put an R+ category then don't you think that there going to be

TOO STRICT as well? By this I mean that they'll put games in the R+ category for no reason (they'll probably put C&C Red Alert in because of the violence and them two commanders who get kinky in bed), then most people under 18 will miss out on a lot of games because the fat heads at the OFLC will say

"Quake has too much killing so we'll just put it in the R category so cool adults can play it but not the under 18 gamers. I hoped I've open people's minds a bit this shows that the only people who win are the SHIT heads at the OFLC because if there's an R category than adults enjoy it if stays then under 18 still get to play C&C and Quake (even if bits are cut out), of course the OFLC always wins by thinking they've made the right decision and saying "there, now my son won't blow the alien taking over the planet with a huge electroparticle gun". So there's my point put forward.

Nelson Contreras

Internet

We hear your anger Nelson! A couple of points though: as we've always tried to point out, it's not the OFLC but the Government that deserves your attention. The OFLC only administer the law, they don't make it. Write to your local member.

Secondly, the addition of an R+ rating will not mean the OFLC have a comfort zone for any game they're not so sure about. Ever since the ratings system began they have been consistent in keeping within the guidelines. There are years' worth of precedents. Only a handful of games have been refused classification, and there was never any doubt as to why. Maintain the rage though brother! Don't let those "fat head asshole adults" think they can get away with shafting we gamers any longer!

ONLINE MANUALS

Oh how they suck...

Just a note to say bravo and cheers for the complete waste of money that is gaming merchandise. I too remember the old days when a game meant some paper reading; and hate to death the searching that is required to find really good game advice that used to be free.

If I could get involved in the writing of background material for computer games, I would at least give them a story and

some comments to build the mood at least a bit. After all, most people would read it, and those who decide they hate the stuff do not have to read it, just keep it in the box.

I hope somebody with a little clout listens,

Andrew George Breese
Melbourne

Make them stop!

Your comments about the use of online manuals are valid. I wholeheartedly agree with you that it is a nasty, cost-cutting exercise that should cease forthwith. If you and I have to shell out \$60 - \$100 for a game, the least they can do to justify the outrageous expense is to at least give you a printed manual that took five trees to make.

Maybe you should expand your thoughts more thoroughly, say, a one or two page Tech.txt exposé on the culprits, ie Sierra. You could also include a list of the games that have online manuals so that the public can then decide whether purchasing that particular game is such a crash hot idea after all.

PC PowerPlay the best mag on the market. Keep up the good work!

Cheers.
Gary Unwin

The numbers game 1

In regards to the letter from Conner Fitzgerald in Issue 16, I disagree with the fact that 60% is the mark for an awful game. In an idle 15 min, I actually *DID* the math. From Issue 11-16, the average mark you gave was 78%, and the 3 Standard Deviation range means that statistically, 99.7% of the games you review will get a mark above 45%.

So what's going on?

I realise that you have been reviewing some great games, but the not so great ones are scoring high. Betrayal in Antara got a drubbing in the review, and still got 71% - that's not a bad mark.

Oh, and to Mark Peterson, maybe he'd like to borrow my copy of Win95. It runs perfectly on my "primitive" 8Mb 486SX-33...

Trent Yarwood
Brisbane

The numbers game 2

Firstly, I send this letter as a form of positive criticism in a hope PC PowerPlay will become

LETTER OF THE MONTH

Role Playing Game guy

I have been a full-on gaming fan now since the age of the C64 and TRS-80. During this time, I have played almost every CRPG released for the PC market in Australia. Role Playing Games provide, for me, the ultimate release from reality, where one can lose one's self in a world quite different to our own, and become all those things we can only ever dream of. The TSR D&D games, the Ultima's, the Wizardry & Might and Magic series, I've played them all, along with all the one hit wonders in between.

It was with great trepidation I noted the amount of angst which David Wildgoose had poured in the direction of statistics. 'Death to all statistics, that's my perfect RPG' (Issue 16). Well, David, you may be very surprised to hear that many of us old RPG traditionalists ENJOY those much maligned statistics as much as any other part of the game. Let me elaborate.

Many people who hold true to the essence of an RPG are not as interested in the goal, as in the journey to achieve this goal. Sure, winning the prize is a factor, but the effort required to liberate the reward, and the character development this generates, is a key element as well. Statistics provide a way to quantify this development. They let me know in no uncertain terms how well my alter ego is progressing, and what he or she is and isn't capable of doing.

Another argument in favour of statistics is that of character generation. A true RPG in my book allows the gamer to define his or her characters (or main character) before entering the fray. Let the computer generate stats for NPCs, but for crying out loud let me be whoever I want to be! In addition, character generation provides a new way to play the game when you have completed it. Finished it with warrior tactics? Here, try it with a wizard!

I'm sorry to say, but the RPGs I have enjoyed the least have generally been those which have to some degree eschewed either or both character generation and usage of statistics. The classics have both elements, games like the Underworld series, Lands of Lore, The Bard's Tale series. Hopefully, many game companies will cater for those who are statistically challenged by providing alternative 'RPG for Dummies' game modes. But please, don't remove my beloved statistics!

While I have your attention, I must say that devoting a section specifically to 3D hardware is a great move. Anyone who has used a 3Dfx will never play another non-accelerated action game again. It's good to see an Aussie magazine which compares favourably to overseas publications in terms of quality, price, and current information.

Tony Parfitt
internet

a more unbiased publication. I read your first magazine for a few reasons:

1. It's Australian (a big plus)
2. Find out information about future game releases
3. Hardware information
4. Mail order software companies
5. Great competitions

Also, for these reasons I decided to subscribe to your magazine. But even before I subscribed, I had a niggling feeling about how bad your reviews were. Specifically, I would like to reply to Conner Fitzgerald's letter published last month (issue 16). This person says in regard to PC PowerPlay, it has "... a scoring system that realises that a percent scale goes from 0 to 100 instead of having 60% as completely awful, and 90% being what you average game gets (like most other overseas mags).

Well... please take note of the following results of a compilation of game review scores from four PC PowerPlay mags. (Issue no 13, 14, 15, 16):

SCORE	NUMBER
100-90	8
89-80	30
79-70	24
69-60	8
59-50	3
49-40	1
39-30	1
29-20	0
9-10	0
9-0	0

TOTAL: 75

Only five, yep count them, out of the 75 games reviewed received under 60%. It seems to me that even if a developer puts out a turkey of a game, hand it to PC PowerPlay and their reviewers will say "Gee, nice design on the box.. give it around 85%" or "The game played fantastic for those 3 minutes of review game time, has to be 90%"

Get critical PC PowerPlay, don't waste our time by pampering developer's egos. The gamers are the real reviewers and after all we're the ones who spend the money.

Greg Johnson Toowoomba, QLD

Wow. Ok, it's like this. We are very confident that our scoring is accurate. No guilt felt here on that count. The reason your averages show only a few low scoring games is simply because we don't review

the really crappy games, in general. This happens for two reasons. Firstly, because we don't have the space in the mag to review everything that comes out, so we give the space to the good games and ditch the bad ones. We think we are doing the right thing with this. Ideally we'd review everything, but there just isn't the space. You'll notice that this issue has 148 pages, that's up from 116 for the last few issues. We're trying to fit it all in! Really! When a game comes in that's been hyped-up and everyone expects a lot from it - and it turns out to be a complete mess, then we'll review it because you need to know, dammit! But the turgid little dogs that suck completely... Not when it'll take from the space we need for a really cool game.

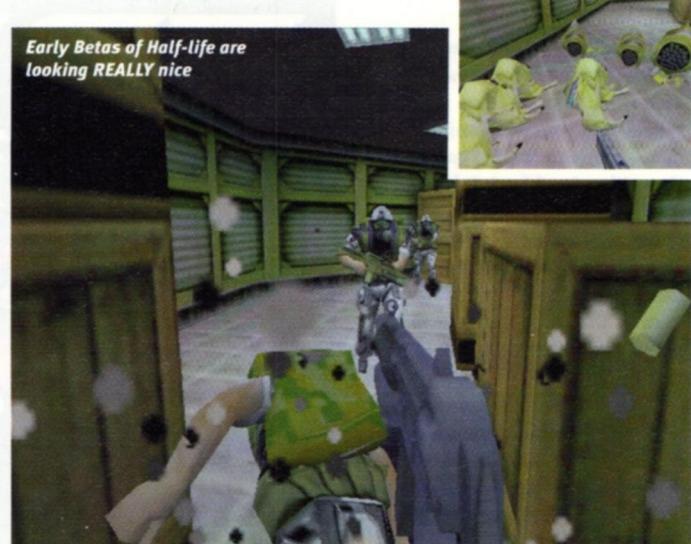
The second reason is that some game companies are so afraid of the mighty power we wield that they just don't send us games they think we'll slam. Often the first we'll see of a new game is when it's in the shrink wrap on the shelves. We hate it when this happens. Luckily only a couple of the game companies hold this attitude, most are prepared to wear a bad review. Still, if they try and slip a big dud past us we'll just go out and buy a copy, then slam it. It's happened before.

PowerPlay reviews are the real deal. Each and every month, when a new issue comes out, I take a tirade of phone calls from game company marketing types. They whine and cry and threaten to pull their advertising, they threaten never to send us any games ever again, they bleat on about how "all the U.K. mags gave it 95%" etc. It's ugly and boring. These marketing types have degrees and wear beautiful suits - but they don't play games. They think anything with a bit of FMV in it is a winner. We're here to serve you though, not them. You can trust a PowerPlay review. Never, not once, never will it ever happen that a review score is anything but the true reflection of what we think of a game. If the last few averages have been high, well, great! That just means it's a good time to be a gamer, is all.

Resourceful

I'm a loyal subscriber (I am now anyway) who takes great pleasure in reading every issue 5 times, drooling over the reviews on brilliant new, power-hungry games whose required specs rapidly exceed my computer's

Early Betas of Half-life are looking REALLY nice



meagre compatibilities as each month passes, and the high tech gizmos which are so advanced as to be rejected by my humble machine. Mind you, antiquity does have its advantages though. And that is being able to play classic games at a speed other than that of light. One such game which springs to mind is Ultima IV and being a hardcore Ultima fan I jumped at the opportunity to download the full game. But not being content with CGA graphics and annoying little beeps resonating from my once dormant PC speaker, I spent many a sleepless night scanning the internet for a solution to my problem. And here's what I found:

Graphics Pack (converted the dull CGA graphics into stunning EGA!) -

<http://copland.udel.edu/~avatar/4graph.html>

Midi Patch (brought music to my ears) -

<http://weber.u.washington.edu/~draug/u4music.zip>

I hope you like the facelift as much as I did. And while we're on the topic of totally free, legal, no-strings-attached games, I'd just like to tell you that Sierra are giving away the full version of Betrayal at Krondor and it's available for download at <http://www.sierra.com/titles/antara/krondor.html>

Thoai Tang Gold Coast

"Yeah, it's alright..."

Firstly let it be said that your mag is a great mag. If it's Aussie owned (which is doubtful nowadays) then it's near perfect. But to the point that is eating away at me. In my early days of reading computer mags (we're talking Commodore 64 times) there was a pommy mag that used VALUE

as an element when marking. Now every magazine since has left out this vital element. As a wee lad I had a wee amount of cash (nothing really has changed much) so this 'Value' factor was vital information.

It would be logical that you would take this into consideration, but in issue 16 you described 'Descent 2: The Infinite Abyss' as "...good value for money..." but you didn't actually know the price of it. In fact there a lot of games reviewed with "To Be Announced" or "?????" as their only guide in price. Common sense should say the game probably will sell at about \$75. Though some games are released at \$50 (eg. W.C. Kilrathi Saga) and others at \$90+, a sizable \$40 difference. I understand you needed to review the latest games and may not be able to require the r.r.p. but my point is that the cheaper released games are missing out on a lot of brownie points. Maybe the VALUE element might even reduce the cost of games a little, if the public were made aware of cheaper releases so they could support them... stranger things have happened...

Damien Moore Internet

Shortly after we launched PowerPlay we decided to stick with one overall score. Any stand-out points that needed to be made would be made in the body of the review. Such as value, for example. Many other mags use several categories to score, but we felt that was just a bit anal, and in reality, impossible to work out accurately. Figuring out 4-5 categories as a percentage, then determining an overall score on top of that is painful and inaccurate for all involved - especially if the overall score the reviewer wanted bore lit-

letters continued...

tle resemblance to the average of all the categories. In all honesty, we'd rather use the same rating system that you, the gaming public use when discussing games: they either "suck" are "alright" or are "excellent". However, because of the massive responsibility we have, and the obligation to you to call it like it is, we use the review to cover the points we want to make, and an overall score to provide the big picture.

When you see "TBA" it means that the information wasn't available at the time of going to press. We endeavour to get all this information, but often we review off final pre-production copies (not beta's, where possible) and final local pricing and/or OFLC classification isn't always available.

Rush'n Tanks

If there were one point of your magazine which stands out over the rest of the mainly British magazines, it is the scoring system. It's pointless even looking at the score in the other mags as the scores are almost always 90-95, no matter what the quality of the game is. The writers and editors of these magazines seem to be afraid of upsetting the companies which churn out games, maybe they're afraid of not being sent any review copies of new games but all that happens is that they lose all their respectability and people turn to your excellent magazine.

After reading the ridiculous letter of Harvey "Juggernaut" (Issue 15), I just couldn't help myself, I had to make some sort of comment. I've played Red Alert straight through even on the "hard" difficulty setting and I never once had to resort to a tank rush. A tank rush is a sign of a poor player: it means the computer's really beaten him since he can't resort to any other tactic. He mentions mission 8, (I assume as the Soviets) but I don't even build a single tank, I let my Yaks and Paratroopers take care of everything. If a game has a bug in it, beating the game by constantly utilising the bug is a sad and sorry way to beat the game. To get enjoyment out of Red Alert, or any other game, you should play the game as it was meant to be played, not just in a way that is the easiest way to beat it.

If you're not prepared to put time and effort into a game, why pay out money in the first place?

Vaughan Wilson
Millaa Millaa, QLD

FREAK OF THE MONTH



The Rod "Spoonman" Campbell Freak File Be afraid...be very afraid

Freak File:

Rod "Spoonman" Campbell

Age: 17

Profession: Student, Freak

Likes: Music with real drums, good games, my Superunknown T-Shirt

Dislikes: The words "alternative and Interactive", techno, Kellog's Special K

Favourite sport: Quake Soccer, Quake Rally, otherwise ones that cause pain.

Favourite food: If it's in the fridge I eat it.

Favourite drink: Ones that keep you awake while your playing, ones that put you to sleep when you're not.

Favourite TV: anything that doesn't claim to be alternative or interactive (it has happened), talk shows where people get violent about their sister's abnormal spleen.

Favourite music: Fear factory, Soundgarden, Tool, Def Leppard, Alice in chains.

Top three favourite games of all time: Quake, Doom II, Paranoid (C64)

Favourite multiplayer game: Quake, C&C (not Red Alert), Quake Rally

Online Nickname: Spoonman

Longest time playing a game and what was it:

Micropose GP for 7 hours 52 mins

How long with computers: Since the C64 had state of the art graphics

What other computers: Commodore 64, Osborne 486 DX 33

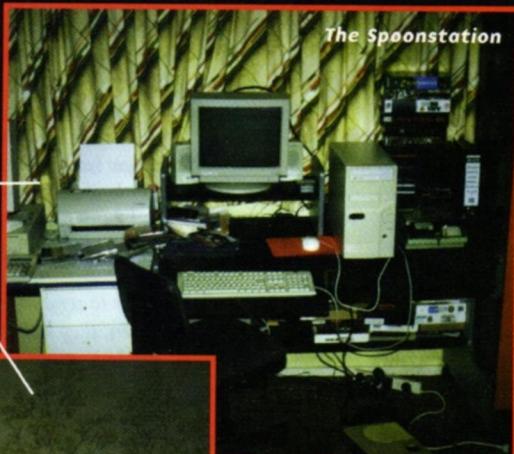
Other freaky stuff...

Do you think you're a freak? Would you pay over \$100 just so you could say you saw Soundgarden twice in 3 days? I did. I am a trivia freak, if it's weird and stupid, chances are I know it. For example, the other day I found out what the longest palindrome in the world is:

SatanOscillateMyMetallicSonatas, go on, spell it backwards, look familiar? there are heaps of other pointless things I know, like $2^{\text{to the power of } 24} = 16\ 777\ 216$, and that Richard Garriot owns what is left of the lunar module on the moon. He bought it for US\$50,000 so he could be the only person on earth to own something in outer space, I'm surprised I didn't think of it first.

Weirdness just follows me around, today someone who I don't even know came up to me and told me I look like his uncle Neal, and I cop the best abuse, one day on the school bus this kid said "Hey Rod, where's your sandals?" I'm still trying to figure that one out.

Possibly freakiest is the Telstra theory, and I and a couple of friends believe that Telstra are plotting to take over the world with the aid of mainstream music, (especially the Spice Girls, and now possibly Hanson) by implanting subliminal messages into their songs telling people not to notice the influx of Telstra vans seemingly doing nothing. If that isn't freaky I'm not sure what that is.



Spooney's idea of stylish decor...

His mum's...



"I don't always look this weird, and contrary to popular opinion my eyes are both the same size"

Experience the effect being a Freak of the Month can have on your social life. Statistically, 99% of all F.O.T.M.'s go on to remain a single, anti-social degenerates for years after being outed by PowerPlay. Send in a photo of your gaming station, a screenshot of your desktop and a couple of hundred words of pure dribble. A pic of your head is optional.

DON'T WAKE UP...

It starts out a dream.
Will it end a nightmare?
You decide.

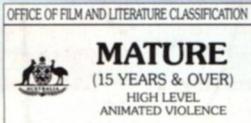


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DREAMS

to reality

Exclusively distributed by



Available on PC CD-Rom in November.



Cruise For a Corpse



Animation that was revolutionary for its time, and the cinematically minded selection of shots was something to behold

Paris, April 1927.

It was on a cold spring morning... Destiny finally decided to knock at my door...

A few phrases nervously scratched on the envelope...

A harmless invitation...

Which gave me the pleasant idea of a vacation...

On board the magnificent sailboat of my host, the wealthy Niklos Karaboudjan...

But just after my arrival...

"Mr Dusentier!..."

"Inspector, come quick! Something awful has happened to my master..." I swiftly followed the butler's footsteps and we found ourselves at the scene of the crime...

Karaboudjan was stretched out on the floor... DEAD

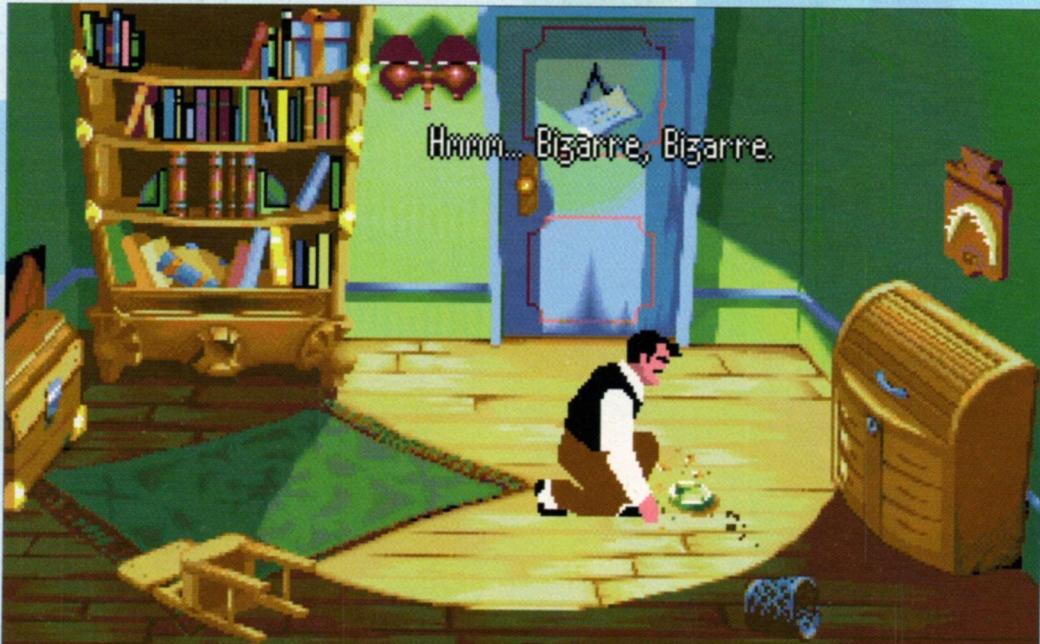
Well, I approached the body...

THUD!

I recall, before slipping into unconsciousness, two words came to me... Cruise...

Corpse...

And so begins the masterful detective adventure, *Cruise For A Corpse*. Upon its release in 1991,



Cruise was a revelation. It was obvious to all who were fortunate enough to play it, and become enthralled by its gripping atmosphere, that this was a game that simply oozed innovation.

For a start, there was the graphics. They were stunning, film-like. Remember that *The Secret Of Monkey Island* had only just been released, and that Sierra's dull Quest games were still seen as the height of graphic adventure beauty. But *Cruise* changed all that. While many of the screens were portrayed through the usual side-on view that was de rigueur for the time (and it still is, I realise somewhat depressingly), the quality of the animation was - quite literally - breathtaking. Each and every character in the game was formed by fluid and smooth "rotoscoping", in a style reminiscent of the great *Prince Of Persia* and also seen to equally superb effect in *Another World*. The most startling visual technique, however, occurred on the occasions when your character, Inspector Dusentier, had to walk the length of Karaboudjan ship. The camera would be positioned on the side railing of the ship, looking towards either the bow or the stern. Click the mouse in

the foreground and Dusentier would start to walk in that direction (ie. towards you), growing in size as he came closer and closer. Eventually his head and feet would disappear off the screen, leaving his well-tailored shirt and pants as the only things visible. A mere fraction of a second before his stomach was apparently going to burst through the monitor, the view switched 180 degrees and you could now see him walking safely back into the screen (well, his arse, anyway). Since then, I've been slightly mystified as to why few other games have delivered similarly inventive camerawork - the phenomenal *Last Express* is perhaps the exception.

Just as impressive, and more original, were the dramatic close-ups. Conversations were acted out by animated cut-outs of the participant characters against a darkened backdrop. This was the first time I can recall ever seeing close-ups in an adventure game before, and it added immensely to the sensation that this was just like watching a film. It wasn't, of course, I mean the term "interactive movie" hadn't yet been thought up by some useless, deluded Americans. For 1991, though, it was amazing.

Today, when even *Cruise*'s visuals are starting to look pretty decrepit, it's still worth playing for the wonderful mystery that lies at the heart of the game. This was a game that offered freedom of movement so flexible that many recent "non-linear" adventures would faint at the sight of it. The conversation system and context-sensitive interface remain the best I've ever seen, and the suspenseful, surprising and sophisticated plot was (still is!) utterly captivating.

A bit of a gem, really.

David Wildgoose



Things always look better in hindsight, but *Cruise* is worthy of rose-coloured recollection



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